FREE STICKERS!!

computer and video games

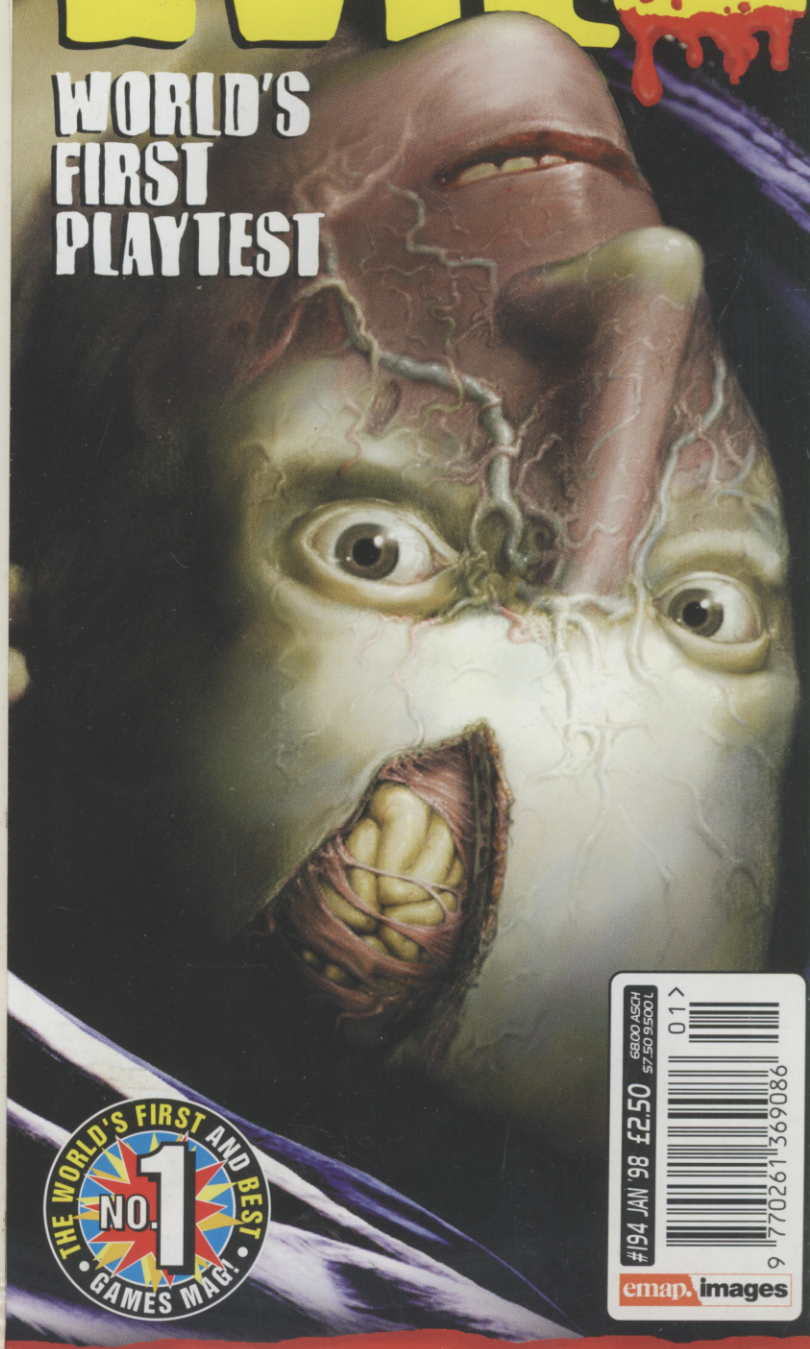
FREE STICKERS! FREE STICKERS! FREE STICKERS!

PLAYSTATION ✸ N64 ✸ SEGA ✸ PC

UNZIPPED...

RESIDENT EVIL 2

WORLD'S FIRST PLAYTEST



THE WORLD'S FIRST AND BEST GAMES MAG! NO.1

#194 JAN '98 £2.50 68.00 ASCH $7.50 9.500 L
9 770261 369086 01
emap. images

GEAR WORTH £600! ✸ WIN

ARCADE ONLINE RETRO PLAYSTATION N64 SEGA PC

computer and video games

UNZIPPED...

RESIDENT EVIL 2

WORLD'S FIRST PLAYTEST

GRAN TURISMO

THE KING OF PLAYSTATION RACE GAMES IS COMING!

NAGANO WINTER OLYMPICS

NINTENDO 64 SEQUEL TO TRACK & FIELD EXCLUSIVELY REVIEWED!

BLADE RUNNER

A GAME FIFTEEN YEARS IN THE MAKING. HAS IT BEEN WORTH THE WAIT?

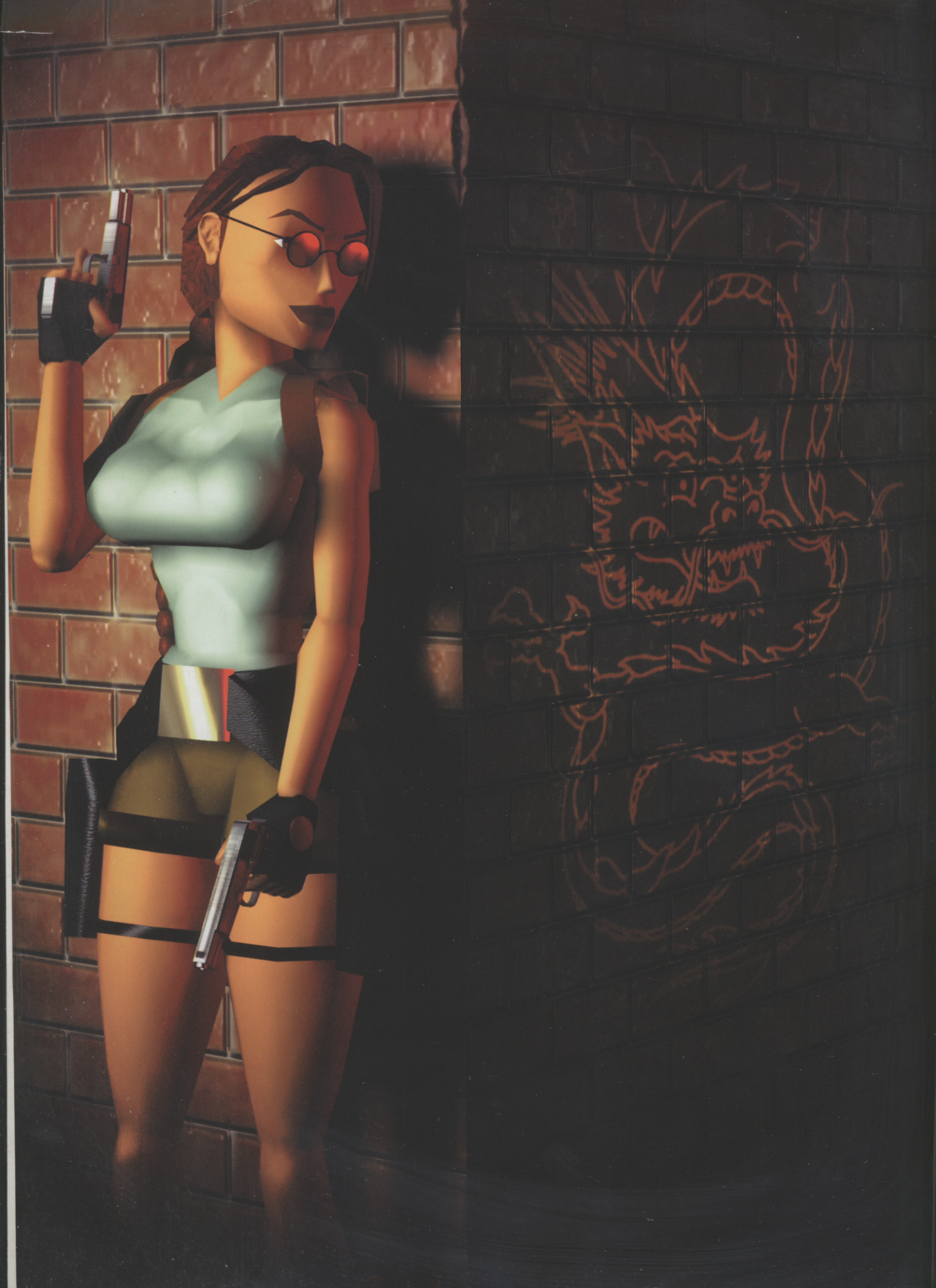
ESSENTIAL PLAYERS GUIDES

- TOMB RAIDER 2
- DIDDY KONG RACING
- SONIC R
- MORTAL KOMBAT 4

THE WORLD'S FIRST AND BEST NO.1 GAMES MAG!

#194 JAN '98 £2.50
emap images

WIN! AWESOME GAMING GEAR WORTH £600! WIN!



TOMB RAIDER II™

STARRING LARA CROFT

"The sheer amount of thought that has clearly gone into each section makes a mockery of just about any other computer game you care to mention. There's not one lazy moment."

PC Zone 94%

"Tomb Raider 2 takes the original by the scruff of the neck. Who'd have thought it could get better?"

Official PlayStation Magazine 10/10

PlayStation PC CD

CORE

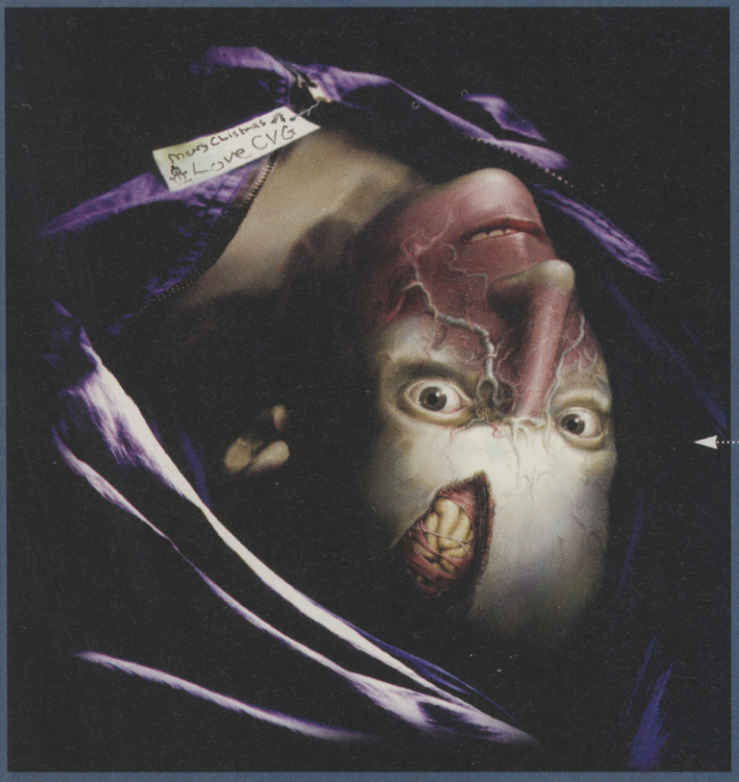
PUBLISHER OF THE YEAR 1997

EIDOS INTERACTIVE

Tomb Raider II © and TM 1997 Core Design Limited. © & ℗ Eidos Interactive Limited. All Rights Reserved. "PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

CONTENTS

COMPUTER AND VIDEO GAMES #194 JAN 1998



SONY PLAYSTATION

RESIDENT EVIL 2

P18 THE SEQUEL TO THE SCARIEST GAME EVER, NEARS COMPLETION. CVG IS THE FIRST MAGAZINE IN THE WORLD TO EXPERIENCE THIS ALL-NEW HORROR.

NINTENDO SPACEWORLD '97

P8 1998 IS THE YEAR NINTENDO WILL RECONQUER THE WORLD! WITNESS UNBELIEVABLE GAMES, FANTASTIC GADGETS AND... POCKET MONSTERS!

WIN!

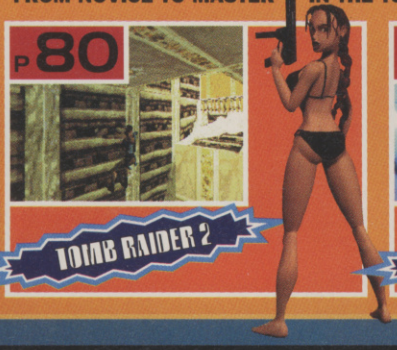
THE CONSOLE OF YOUR CHOICE... AND MUCH MORE!

P46

THREE AWESOME PLAYERS GUIDES!

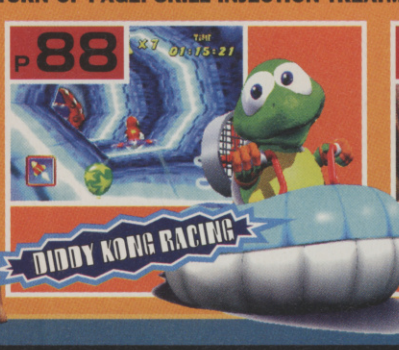
FROM NOVICE TO MASTER IN THE TURN OF PAGE. SKILL INJECTION TREATMENT STARTS RIGHT HERE!

P80



TOMB RAIDER 2

P88



DIDDY KONG RACING

P84

SONIC R

X-MAS

P42 **CHRISTMAS PARTY GAMES**

YOUR GRANNY PLAYING *TEKKEN 3*? AUNTIE DOREEN ON *F1'97*? WE REVEAL THE SECRET FORMULA.

SONY PLAYSTATION

P52 **NAGANO WINTER OLYMPICS**

THE PROMISE OF THE ULTIMATE WINTER SPORTS CHALLENGE FROM *TRACK & FIELD*'S CREATORS.

NINTENDO 64

P12 **GIZMO PALACE**

BE THE KINGPIN OF CRAZY CONTRAPTIONS WITH OUR NEW GROOVY GEAR SECTION. YEAH BABY!!

PC

P26 **GRAN TURISMO**

A PLAYSTATION DRIVING GAME SO REALISTIC, IT LOOKS LIKE YOU'RE WATCHING AN EPISODE OF TOP GEAR.

VELCOME TO OUR HOME. ENTER OV YOUR OWN VILL.

CONTENTS

FREEPLAY

FREE 16PAGE PULL-OUT!!

FRONTPAGE NEWS p.1
ALL-NEW TRANSFORMER TOYS AND TOP TV SHOW. BEAST WARS RULES JAPAN!

RETRO COMPUTER CABIN p.3
GOODBYE DAVE KELSALL! THE MICROGOBLIN HANGS UP HIS PROPELLER-BEANIE IN STYLE.

ED'S TIPS p.4
EXTRA TRACKS AND CARS FOR *F1'97*. SHOOT FERGUS MCGOVERN IN *EXTREME G*.

FREE ADS p.6
THE PLACE TO FIND SECOND-HAND GAMES. OR A GIRLFRIEND (NOT SECOND-HAND!)

MELTING POT p.7
READ ABOUT THE THE GREATEST GAMES IDEAS EVER. CONCEIVED BY YOU!

DRAWINZ WOT YOU DUN p.8
TERRIBLE EVIDENCE THAT DRAWING UTENSILS SHOULD BE BANNED.

PLUS ALL THE WORLDWIDE CHARTS AND NO HIGH SCORES!

REVIEWS

NEGANO WINTER OLYMPICS	p.52
ULTIMA ONLINE	p.56
MISCHIEF MAKERS	p.58
DUKE NUKEM	p.62
DUKE NUKEM 64	p.63
CRASH BANDICOOT 2	p.64
ACTUA SOCCER 2	p.66
EXTREME G	p.68
SEGA TOURING CAR	p.70
MONKEY ISLAND 3	p.72
BLADE RUNNER	p.74

COMING SOON

RESIDENT EVIL 2	p.18
GOEMAN 64	p.24
GRAN TURISMO	p.26
PANZER DRAGOON RPG	p.28
JERSEY DEVIL	p.30
DEATHTRAP DUNGEON	p.32
MYTH	p.34
EVERYBODY GOLF	p.36
COOL BOARDERS 2	p.38
STEEP SLOPE SLIDERS	p.40

PlayStation Gran Turismo. p. 26

REGULARS

NEW GAMES p.97 — *1080° SNOWBOARDING* ON NINTENDO 64, *WARIOLAND 2* ON GAMEBOY, *THEME HOSPITAL* ON PLAYSTATION AND A WEE BIT MORE.

NEWS p.8 — A SECRET CONSOLE IN DEVELOPMENT FROM JEFF MINTER AND JAGUAR'S CREATORS. *FINAL FANTASY VII* RULES THE UK!

ARCADE p.92 — *EHRGEIZ* – THE ALL-NEW 3D BEAT 'EM UP FROM NAMCO. AN INTERVIEW WITH THE MAKERS OF *SAMURAI SHODOWN 64*.

CVG WORLD p.14 — OUR GAME-ONLINE WEBSITE, THE OFFICIAL EUROPEAN PLAY-STATION HOMEPAGE, AND MORE HOT INTERNET RUMBLINGS.

MAIL BAG p.16 — RECOIL AT THE FOUL WORKINGS OF YOUR FELLOW READERS' MINDS. PASS SOLIDS AT THE WORKINGS OF OURS.

CHECKPOINT p.48 — THE MONTHLY RELEASE SCHEDULE THAT'S LEGENDARY FOR BEING WRONG. PLUS WIN THE HOTTEST NEW GAMES.

FEATURE p.98 — *FINAL FANTASY VII* FEATURES ONE OF THE MOST INCREDIBLE MOTORCYCLES EVER. WHAT'S MORE, IT'S REAL!

GAME INDEX

FAST REFERENCE TO EVERY GAME IN CVG.

SONY PLAYSTATION

ABE'S ODDYSEE	**FREEPLAY** 4
ACTUA SOCCER 2	66-67
COMMAND & CONQUER: RED ALERT	76
COOL BOARDERS 2	38-39
CRASH BANDICOOT 2	64-65, **FREEPLAY** 4
CRITICAL DEPTH	76
CROC: LEGEND OF THE GOBBOS	**FREEPLAY** 4
DEATHTRAP DUNGEON	32
DUKE NUKEM	62
EVERYBODY'S GOLF	36
FINAL FANTASY VII	10, 98
FORMULA 1 '97	**FREEPLAY** 4
FORMULA KARTS	77
G-POLICE	**FREEPLAY** 4
GRAN TURISMO	26-27
JERSEY DEVIL	30
MORTAL KOMBAT MYTHOLOGIES	**FREEPLAY** 4
NIGHTMARE CREATURES	77
NUCLEAR STRIKER	**FREEPLAY** 4
PEAK PERFORMANCE	**FREEPLAY** 4
RESIDENT EVIL 2	18-22
THEME HOSPITAL	97
TOMB RAIDER 2	11, 80-83
WARGAMES	97

SEGA SATURN

LAST BRONX	**FREEPLAY** 4
PANZER DRAGOON SAGA	28
SEGA TOURING CAR CHAMPIONSHIP	70
SONIC R	84-86
STEEP SLOPE SLIDERS	40

NINTENDO 64

1080° SNOWBOARDING	97
BIO TETRIS	9
DIDDY KONG RACING	88-90
DUKE NUKEM 64	63
EXTREME-G	68-69, **FREEPLAY** 4
F-ZERO X	9
GOEMAN 64	24-25
MACE: THE DARK AGE	76, **FREEPLAY** 5
MARIO RPG 2	9
MISCHIEF MAKERS	58-61
MOTHER 3	9
NAGANO WINTER OLYMPICS	52-55
PIKACHU	8
POCKET MONSTER	8
SAN FRANCISCO RUSH	**FREEPLAY** 5
TOP GEAR RALLY	**FREEPLAY** 5
ZELDA 64	9

PC

ACTUA SOCCER 2	66-67
BLADE RUNNER	74-75
COMMANDOS: BEHIND ENEMY LINES	97
CURSE OF MONKEY ISLAND	72-73
DEATHTRAP DUNGEON	32
MEN IN BLACK	76
MONOPOLY STAR WARS	77
MYTH	34
REVENANT	97
TOMB RAIDER 2	80-83
ULTIMA ONLINE	56-57
WARGAMES	97

GAMEBOY

MARIO ARTIST	9
WARIO LAND 2	97

ARCADE

EHRGEIZ	94
KING OF FIGHTERS 97	**FREEPLAY** 5
MARVEL SUPER HEROES VS SF	FREEPLAY 5
MORTAL KOMBAT 4	**FREEPLAY** 10-15
MOTOCROSS GO!	95
PSYCHIC FORCE 2012	95
RACING JAM	95
ROAD'S EDGE	93
SAMURAI SHODOWN 64	11, 92-93
SEGA WATER SKI	94
WINTER HEAT	94

Christmas EDITORIAL

EDITOR: PAUL DAVIES
DEPUTY EDITOR: TOM GUISE
ART EDITOR: JAIME SMITH
DESIGNER: TONY CORMACK
SENIOR WRITER: ED LOMAS
SENIOR WRITER: STEVE KEY
STAFF WRITER: ALEX HUHTALA
MANAGING EDITOR: ADAM SMALLMAN

CONTRIBUTORS:
TOM COX, PAUL GLANCEY, EDDIE PARK, JENNY AYBROOK, JASON FRENCH, IRENA POGARCIC, DAVE KELSALL, CARL WHITE,
THANKS TO:
PETER DEVERY, STEVE STARVIS, SANDWICH MAN, KEITH SLOAN (for his easy-to-hit head).
SPECIAL THANKS TO:
SAM LEE, SARAH BEST, JO WOODFORD, JAIME SMITH.
US CORRESPONDENT:
MATT TAYLOR
JAPAN CORRESPONDENT:
WARREN HARROD

Editorial and advertising:
0171-972 6700
Editorial fax:
0171-972 6715
Advertising fax:
0171-972 6755
Subscription and Back Issues:
(9.30–5.30 Mon–Fri):
01858 468888
CVG Mobile Fortress:
37-39 MillHarbour,
The Isle of Dogs,
London E14 9TZ

PUBLISHER:
Harry Attrill
COMMERCIAL DIRECTOR:
Sandra McClean
ADVERTISING MOORE:
Julie Moore
SOFTWARE MANAGER:
Chris Perera
CONSUMER PROMOTIONS MANAGER:
Laurence Robertson
AGENCY SALES EXECUTIVE:
Genene Dick
MAIL ORDER EXECUTIVE:
Kathryn Clements
ADVERTISING ASSISTANT:
Annabel Green
PRODUCT MANAGER:
Kirstin Ritchens
MARKETING EXECUTIVE:
Zoe Wharnsby
GROUP PRODUCTION MANAGER:
Sam Lee
AD PRODUCTION MANAGER:
Emma Minford
SYSTEMS MANAGER:
Sarah-Jane Leavey
SCITEX MANAGER:
Sarah Best
TECHNICAL SUPPORT:
Paul Williams
PUBLISHER'S ASSISTANT:
Michelle DeSouza
FACILITIES MANAGER:
Robert McBride

SUBSCRIPTION ENQUIRIES TEL: 01858 435 350 RATES
(includes postage and packing):
12 ISSUES UK: £29.00
AIRMAIL EUROPE: £41.00
AIRMAIL ZONE 1: £64.00
AIRMAIL ZONE 2: £64.00
REST OF WORLD
BFPO: £29.00,
EIRE: £29.00
PRINTED IN THE UK BY:
St Ives PLC, Peterborough
DISTRIBUTED BY: Frontline

(c) COPYRIGHT: Computer and Video Games 1994/5 ISBN NO: 0261-3597

DISCLAIMER: Although we take great care to ensure the accuracy of the information contained in this magazine, CVG and the publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur.

Computer and Video Games uses DOLBY SURROUND to bench test all the latest games.

CVG recognises all copyrights and trademarks. Where possible, we have acknowledged the copyright holder. Contact us if we haven't credited your copyright - we will always correct any oversight.

emap images

ZOMBIE COVER IMAGE: ©CAPCOM 1997

THRILL OUT

Twelve months of insane battles between soft-cos and hardware manufacturers. Survivors emerging with varying degrees of cred and cash.

Judging the scene purely on marketing success, and general acceptance, Sony are the champs. Still, honours go to Sega for maintaining a quality line-up, and knowing exactly who their fans are. Nintendo: at last you're showing us something more than castles in the sky – we're getting some grown-up action too!

CVG has survived the storm by maintaining the objectivity you demand, while injecting enthusiasm we can't help (try and stop us!) when the occasion arose. We continue to present the information you need, with extras thrown in for added value. The price you pay for trusting anything less than our expert opinion is disappointment, a lesson that's hard to forget.

Remember, this party started with CVG sixteen years ago. It's going to continue in style through 1998.

PAUL

NINTENDO'S BLUE-EYED BOY

In Japan, Game Boys are the ultimate in cool. New styles are released regularly, and sell out instantly!

Guess what the hottest video-game system in the world is right now. Obviously you're about to discover you're wrong (anyone who voted N64, or PlayStation), since we have a huge photo of Game Boy printed next to this box. Yes the accolade of coolest console goes to Nintendo's pocket-size portable.

Game Boy. Eight years old. A monochrome green. Should be crap, but it supports the world's biggest-selling game, and is still selling more in a year than Sega's total installed base of Saturns (according to last year's sales figures). More surprising than that, Game Boy's most popular Mario title – *Mario & Yoshi* – sold almost as many copies as *Mario 64* (100,000 and 125,000 respectively). Puny figures, we should add, compared to *Pocket Monster* on Game Boy, which is selling in excess of 40,000 a week, bringing the current total to 4.5 million!

The gaming world is still sold on Game Boy. This makes us feel very happy, since it confirms our belief that the most influential players out there still love videogames.

Over three million UK players own a Game Boy. Together you account for over £1m spent on GB games each year. In 1998, THE Games plan to release at least two major games for the world's smallest console – *Goldeneye* and *Warioland 2*. But you need to demand something even greater from Nintendo. You need to demand that they release *Pocket Monster* here in the UK. Because if they do, you'll be responsible for starting a craze so HUGE it will eclipse anything that has gone before it. Guaranteed fights between parents outside Toys R Us!

CVG RATING SYSTEM

5...EXCELLENT HIGH FIVE!

Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

4...VERY GOOD

Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3...GOOD

Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2...PRETTY BAD

Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1...VERY POOR

Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

WHAT YOUR JOYPAD SAYS ABOUT YOU!

Every month CVG gets sent the latest control-pads. Many fail to grab our attention. However Interact have taken a novel approach with their pads, commissioning a scientist to reveal what a coloured joypad says about its owner. We thought the results might interest you.

"The sensation of colour is a primitive one," states Professor Jack Sanger. "Reaction to it, recognition of it, requires little effort of intellect or imagination. Colour conveys moods that affix themselves quite automatically to human feeling."

So to round up this flatulence, here's what Prof Sanger reckons each coloured pad says about its owner.

Red pad users are impulsive, sexy and have a strong will to win. "However it can also have a darker side. Red personalities feel invincible and others tend to think they are. They're quick-minded, who may not be well-educated but are quick with answers because they have lived the circumstances." They prefer shoot 'em ups, beat 'em ups, fast platform games and sports sims.

Green joypad users are resistant to change. "The colour represents harmony, nature and radiates a feeling of fullness. Green personalities want to help everyone". They enjoy strategy and god games. They also have a tendency towards co-operative games, and saving the world, dolphins etc.

Blue pad users are calm and loyal, but tend to be sensitive. "Crying when they are happy or sad, blue choosers leave themselves open to others". They like multi-player games, especially ones with clearly defined rules.

Those who prefer black pads are loners who reject establishment values. "Black has an association with saying no. Finding others' mistakes brings out their tenacious spirits". Black users also like god games, where the orthodoxies are overthrown via fantasy.

Finally the transparent pad. Users of these are scientifically minded. They are obsessed by technology. The post-modern element also appeals to would-be designers, architects and such like.

Of course, all this effort was just to get a plug for their pads. So the PS SuperPad is available now for the PlayStation priced at £9.99, the N64 SuperPad is priced at £22.99, they come in a range of five colours. But where's yellow, eh?

PAUL DAVIES

EDITOR

CURRENT FAV GAMES:
- PIKACHU
- F-ZERO X
- POCKET MONSTER GB
- ZELDA 64
- POKEMON STADIUM

Best Christmas Paul ever had was when he was 11. Racing bikes were the coolest thing that year (early AD), with drop-handle bars as the main attraction. Would have been enough for Paul's dad to stick said accessory onto Paul's old green bike, but no. Christmas Day was incredible because Ma and Pa Davies had bought a brand new, fiery orange racer for the lad. That'll explain the hunchback then.

TOM GUISE

DEP EDITOR

CURRENT FAV GAMES:
- LOST WORLD ARCADE
- PARAPPA THE RAPPER
- QUAKEWORLD
- MEGATRON
- WAVE UFO

The last time Tom played a video game properly was in 1980, when he was given *Astro Wars* – an LED game, similar to *Galaxian* – for Christmas. He says it was cool because it was just like playing the arcade. We think he's saying *Astro Wars* was cool just to impress some of our older readers who will admit to enjoying *Astro Wars*. We hear this story everytime he wants to impress the team. Zzzz...

ED LOMAS

SENIOR WRITER

CURRENT FAV GAMES:
- ULTIMA ONLINE
- QUAKE
- GRAN TURISMO
- MONKEY ISLAND 3
- CHRISTMAS NIGHTS

Bobby Bobs. Ed's best ever Christmas present. Say hello to Bobby Bobs everybody. Hellooo Bobby Bobs – owzaboutzatzen widdy widdy Bobby Bobsy aerh naah then. Bobby Bobs, a bright blue teddy bear given to Ed when he was just four months old. He's still got the thing, that has stuffing pouring out from where its eye used to be. Ed has stuffing where his brain used to be.

STEVE KEY

SENIOR STAFF WRITER

CURRENT FAV GAMES:
- DIDDY KONG RACING
- ACTUA SOCCER 2
- GRAN TURISMO
- QUAKE
- ULTIMA ONLINE

Just call him Knight Rider. Steve's best ever present was membership to the official Knight Rider club. Must've cost about 50p, but you don't realise how skinny your parents are being when you're eight years old. Being an official Knight Rider entitled Steve to nothing he can remember, but we expect that he pretended he was king of the road watching the world go by from the back seat of Dad's car.

ALEX HUHTALA

STAFF WRITER

CURRENT FAV GAMES:
- GRAND THEFT AUTO
- MONKEY ISLAND 3
- QUAKE
- GRAN TURISMO
- OPTIMUS PRIMAL

Alex's favourite ever Christmas present was the Millennium Falcon he got as a kid. As the gripping tale goes, it was what he wanted more than anything in the world, but after opening all his presents it wasn't there. However his folks had hidden it until last, so he did get it after all. In fact, we often find him sitting inside it, beside the hologram chessboard, eating half a pea, one crumb and a drop of lemonade.

JAIME SMITH

ART EDITOR

CURRENT FAV GAMES:
- SF ZERO 2
- TETRIS JNR
- SF COLLECTION
- QUAKE
- DIDDY KONG RACING

Jaime describes his favourite ever Christmas present as sad, Sad as in pathetic. It was *Pac-Man* on the Atari VCS. And the reason it was great was because it was his only VCS game. Except *Combat*, which you got free. And so this simple gesture of festive generosity pushed Jaime into the heady world of videogaming. He also modelled himself on his gaming hero, as you can see from this photo.

TONY CORMACK

DESIGNER

CURRENT FAV GAMES:
- QUAKE
- WIPEOUT 2097
- GRAN TURISMO
- AGE OF EMPIRES
- DIDDY KONG RACING

For Tony there can only be only one top Christmas present – his boxed collection of Aha. Actually that's a lie, but we're just trying to ruin his image. You see, Tony's a man with cool clothes, the latest DC shoes, he can skate and he likes The Designers Republic. There's just got to be something embarrassing in his past, like a perm or marble-wash jeans. Something. Anything!

NEWS

[NINTENDO'S MONSTER INVASION FOR 1998!]

Nintendo are preparing their hottest games line-up ever! The earth-shattering software was revealed in force at the Tokyo Spaceworld '97 show just as this issue was going to press. And the hottest title of the lot was an N64 virtual pet game based on the Game Boy *Pocket Monster* series. What made *Pikachu Genki De Chu* (its temporary working name) stand out beyond the likes of even *Zelda 64* or *F-Zero*, was the sheer innovation of it. Players wear a microphone to interact with an on-screen creature.

GROUND-BREAKING VIRTUAL PET GAME FOR N64

Plugging it into the Nintendo 64 via a controller port, you activate the mike via a button on a joypad. Demonstrations were held at the show, with kids taking turns to shout at the screen. Even different types of voice didn't seem to affect its understanding. Responses witnessed, are as follows:

Say 'Pikachu' (its name) and the creature giggles back. Say 'Konichiwa' (hello) and it bows politely, and smiles. Say 'Ka-waii' (you're cute) and it blushes, acts shy and scratches its nose. Call it stupid and it sulks, running away. To get Pikachu to come back, you then have apologise saying 'Gomenasai' profusely.

The early show version only had one play area for Pikachu, a forest glade. What other areas will feature, and what you'll fully be able to do, are still a mystery. However, in the stage shown, you could throw a ball at the creature (using a joypad), teach him right and wrong (eat mushrooms, don't eat flowers), and tell him to go to bed. You could also shout 'Fight!" to get him excited.

We'll be bringing you a full report on *Pikachu* next month, when Paul returns with first-hand details. His impressions of the game though, as he reported the information fresh for seeing it, are that this game is one of the most amazing things he's ever seen. There's only one blow, it isn't out in Japan until Autumn '98!

Pikachu is the cutest *Pocket Monster*.

The mike icon means it's on!

ON-SCREEN CREATURE REACTS TO YOUR VOICE!

[YET MORE BEASTS!]

The biggest game of last year wasn't *Final Fantasy VII*. Incredible as it may seem over here, it was a Game Boy title called *Pocket Monster*, which singularly revived the machine's popularity in Japan. Now the Pocket Monster series is headed for Nintendo 64. Tipped to be the biggest-selling games of 1998.

Two Pocket Monster games are lined up. *Pokemon Snap* is set for an autumn '98 release. In Paul's own words, you "travel around a safari park, taking snaps of monsters doing their thing. If they won't do their thing, throw rocks at them. Then they move. It's better than I'm making it seem. In fact it's gonna be brilliant! Show your pictures to the professor afterwards... Stop laughing."

The second title, *Pokemon Stadium*, is set for release on Nintendo's new 64DD disk drive in June. Plug your Game Boy *Pocket Monster* cart into a special controller pak and download your monster collection onto 64DD. They are converted into awesome 3D polygon versions, and up to four players can battle against each other on-screen. It looks fantastic!

Of course, the problem is, we haven't seen Game Boy *Pocket Monsters* in the UK. With the machine having sold three million here, it's clearly popular. So CVG have decided to start a *Pocket Monster* '98 campaign. Call Nintendo distributor, THE Games (01703 653377) and demand a UK release. We wanted *Pocket Monsters* in Britain!

NINTENDO 64 DISK

The Game Boy to N64 convertor pak.

N64 GETS THE WORLD'S TOP-SELLING GAME!

[NINTENDO RED-HOT RELEASES!]

Here's a quick rundown of the other major Nintendo titles seen at Spaceworld. In-depth report next month!

MARIO ARTIST

The sequel to Super Nintendo *Mario Paint*, is coming to N64 in July. There are three types. *Talent Master* lets you texture your face onto a model. You can then make it dance. *Picture Maker* is like old *Mario Paint*, with an extra cool 3D animation section. In *Polygon Maker* you can make stunning polygon models, fully texture-mapped. All three are fully interchangeable, so the possibilities, such as making a 3D cartoon starring yourself, are endless.

Use your face as a texture. Here they picked an ugly bloke.

Now make your 'creature' dance. What a sick vision.

GAMEBOY CAMERA AND PRINTER!

Once scanned in, you can play games with you as the, um, juggler/ DJ.

The Pocket Camera swivels 180° to face other people!

True innovation here. A camera that plugs into your Game Boy and allows you to download an image of yourself. You can then toy around. Just like the Print Club sticker machines seen in bigger arcades, you can then print labels using an upcoming Game Boy printer. You can also send images from one Game Boy to another. Sounds wicked to us!

IT DOESN'T STOP...

Mario RPG 2 is set for a Winter '98 release. It features *PaRappa*-style thin characters. *Mother 3* is an RPG that looks better than *FFVII*. You can scan in your face and your friends too, and go off on the adventure together. We won't see until next December. Shigeru Miyamoto has told CVG that *Zelda 64* won't be released until April. He also revealed for the first time that N64 flash carts will be released. Already available for Super Famicom in Japan, you can download new game data at convenience stores. N64DD is set for a June release. *Yoshi's Story* is set for December 21st. *F-Zero* is out in June. Miyamoto responded to US rumours that the game's simplistic graphics would be improved, saying they were finished. He's concentrating on making the gameplay as fast and exciting as possible, and according to Paul, he's succeeded. An N64 game called *BioTetris* was also shown. A wire that measures your heartbeat. As your pulse increases, the blocks fall faster. Afterwards, a graph shows your heartbeat pattern, hopefully not finishing with a flatline.

We've already know it's ace!

Set for an April Japan release.

Super-thin stylish graphics.

Shigeru Miyamoto has concentrated solely on the gameplay!

The depth of the environments is what makes *Zelda* staggering.

Old-style gameplay, incredible new-style looks. We can't wait!

NEWS

THE KING OF VIRTUAL PETS

A new breed of Tamagotchi has been revealed to us by Bandai. A virtual pet based on none other than Elvis Presley!

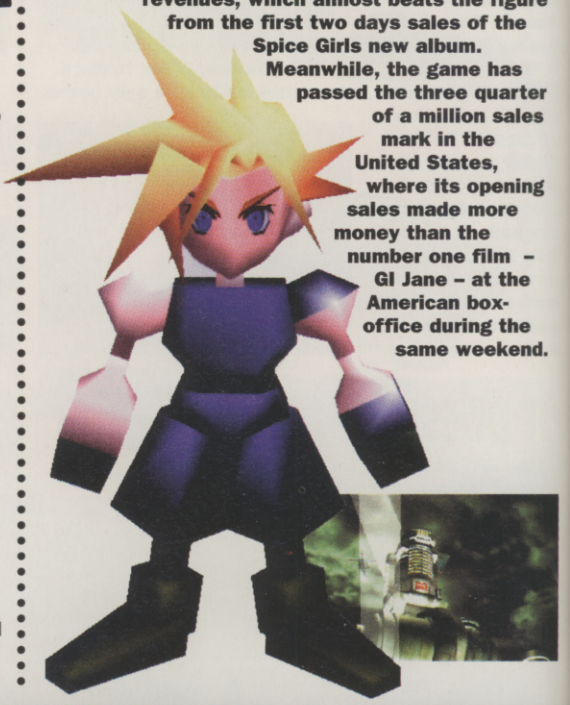
The Elvisgotchi has all the functions of the original Tamagotchi with a few twists. Food is now represented as a big hamburger. Eat enough and your Elvis grows from his raw '50's lean look, into an overweight lounge singer who can't stop sweating. The peek-a-boo game is replaced by a guitar. Please your singer by performing some meaty rhythm and blues, with a tinge of gospel. The duck that used to clean up your pet's mess, has now been replaced by a more acceptable toilet. Discipline is now represented by some army stripes. If your Elvis doesn't perform to a Vegas standard, give 'em some army training. Neglect Elvis and he demands attention indicated by an adoring female fan. Or perhaps your pet wants young female flesh! Finally, the needle to inflict medication, should Elvis get ill, takes on a bizarre new twist. Rumours that combined button presses of medication, food and toilet causes Elvisgotchi to overdose, explode and die are unconfirmed.

This incredible new addition to the growing Tamagotchi range is still only a concept. However, if there's enough interest in Elvisgotchi, you never know, it may appear at a local toy shop soon. To voice your approval, call Bandai on 01489 790944, and demand Elvisgotchi be granted life!

A-hunk-a-hunk-a-burnin'-love. In an egg.

FINAL FANTASY VII BREAKS ALL UK RECORDS

***Final Fantasy VII* hit the UK on Friday November 14th. And in a repeat performance of its Japan and the US releases, it beat all previous sales records on PlayStation, Saturn, PC and N64, selling 48,000 copies in only two days! This figure took even Sony by surprise. According to their estimates, the game has made £2.2 million in retail revenues, which almost beats the figure from the first two days sales of the Spice Girls new album. Meanwhile, the game has passed the three quarter of a million sales mark in the United States, where its opening sales made more money than the number one film – GI Jane – at the American box-office during the same weekend.**



GAME ZONE AT COMET

DECEMBER CONSOLE GAMES CHART

TRY ALL 3 CONSOLES OUT FOR YOURSELF IN OUR NEW FUTURISTIC CONSOLE DISPLAY AND BROWSE THROUGH OVER 75 GAMES AND A WIDE RANGE OF ACCESSORIES.

	NINTENDO 64	PlayStation	SEGA SATURN
NEW / - / ↑ / ↓	1 DIDDY KONG RACING	1 TOMB RAIDER II	1 SONIC R
↓	2 GOLDENEYE 007	2 FINAL FANTASY VII	2 WORLDWIDE SOCCER 98
NEW	3 FIFA 98: ROAD TO THE WORLD CUP	3 TIME CRISIS	3 RESIDENT EVIL
↓	4 LYLAT WARS	NEW 4 ACTUA SOCCER 2	4 SEGA TOURING CAR
-	5 MARIO KART 64	5 TOCA TOURING CAR	5 SONIC JAM
-	6 MARIO 64	NEW 6 CRASH BANDICOOT 2	NEW 6 DUKE NUKEM 3D
↓	7 F1 POLE POSITION	↓ 7 G-POLICE	7 AMOK
NEW	8 DUKE NUKEM	NEW 8 JERSEY DEVIL	8 LOSTWORLD: JURASSIC PARK 2
↓	9 TOP GEAR RALLY	↓ 9 ODDWORLD: ABE'S ODYSEE	↓ 9 ATHLETE KINGS
↓	10 INTERNATIONAL SUPERSTAR SOCCER 64	↓ 10 FIFA 98: ROAD TO THE WORLD CUP	NEW 10 FIGHTING FORCE

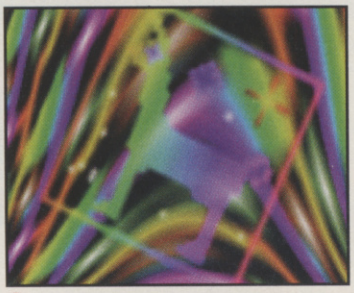
THE COMET GAME ZONE CAN BE FOUND IN OVER 200 STORES NATIONWIDE. FOR YOUR NEAREST STORE CALL 0500 425 425 COMET

BE FIRST TO PLAY *SAMURAI SHODOWN 64!*

If you know what's good for you, you'll head down to the Namco Wonderpark in Windmill Street, London on the 22nd December 1997. Firstly you'll get to see the best *King Of Fighters '97* players in the country battle it out in SNK's massive tournament, and secondly you'll be among the first to play *Samurai Shodown 64*! The combination of two of the hottest fighting games mean there will be masses of SNK fans packed into the Wonderpark at once. And if you've ever seen a hardcore *KOF* player (six fingers per hand, three-times the normal human metabolism, eyes that never blink), you'll know what a worrying prospect that is. Sounds great to us!

***Samurai Shodown* on Neo Geo 64. Play it on the 22nd!**

NEW SUPER CONSOLE FROM EX-JAGUAR TEAM



Yep, Jeff Minter is back!

Just when we thought Sony, Sega and Nintendo had the next-generation console scene sewn up, here comes a new player with top talent on board and technology that promises to outclass even the N64.

The project is shrouded in secrecy, but rumours are flying about the previously unknown US developer, VM Labs, and its new machine, originally known as Merlin, but now dubbed 'Project X'. What has been confirmed is that several big names are working on the machine, most of whom were associated with Atari in its Jaguar days. Two of the designers of the Jaguar hardware, Jon Mathison and Richard Miller are leading the Project X hardware development team, and veteran British coder and long-time Atari fan, Jeff Minter (programmer of Jag *Tempest* and *Defender 2000*) is currently working on software for the machine. Jeff has released some screenshots of Project X demos he has produced, which – not unexpectedly – show swirling psychedelic colours, pictures of sheep and bitmaps of camels. If the Jaguar links don't impress you (hardly surprising, but let's not forget it was duff marketing and a lack of games that killed that machine, not crappy hardware), check this. Bill Rehbock, the head of R&D at Sony USA, has left his top job to become Vice President of Software Development at VM Labs, after being shown hardware that 'knocked his socks off'. Interesting, eh?

Though Project X will be ready 'really soon', it won't be released by VM Labs themselves. Apparently a large, and as yet unidentified, electronics corporation is backing the machine. As for software, VM Labs say there are development systems already in circulation at certain top developers.

PC GAMES FOR UNDER A FIVER

A new PC Games publisher has made it possible to get hold of quality PC games for less than a fiver.

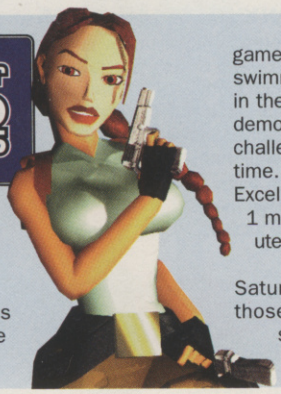
Classic PC games have been available to the UK since early October for less than five quid! The company responsible is called Sold Out Software, and is rapidly living up to its namesake.

Games such as Virgin's classic *Dune*, a forerunner of the successful *Command & Conquer* strategy game, have already sold extremely well. Other Virgin titles include *Creature Shock*, *The 7th Guest*, and *Lure Of The Temptress* – all of which received a lot of praise when they first released as little as three years ago. More superb Virgin games to come include both *Cannon Fodder* games (incredible!), and *Flight Unlimited*.

For five quid!

At this price CVG can only recommend that UK players head off to their local games store sharpish, and see what else is available (Sold Out Software are signing up top titles faster than we can keep up!).

The HMV CHALLENGE computer and video games

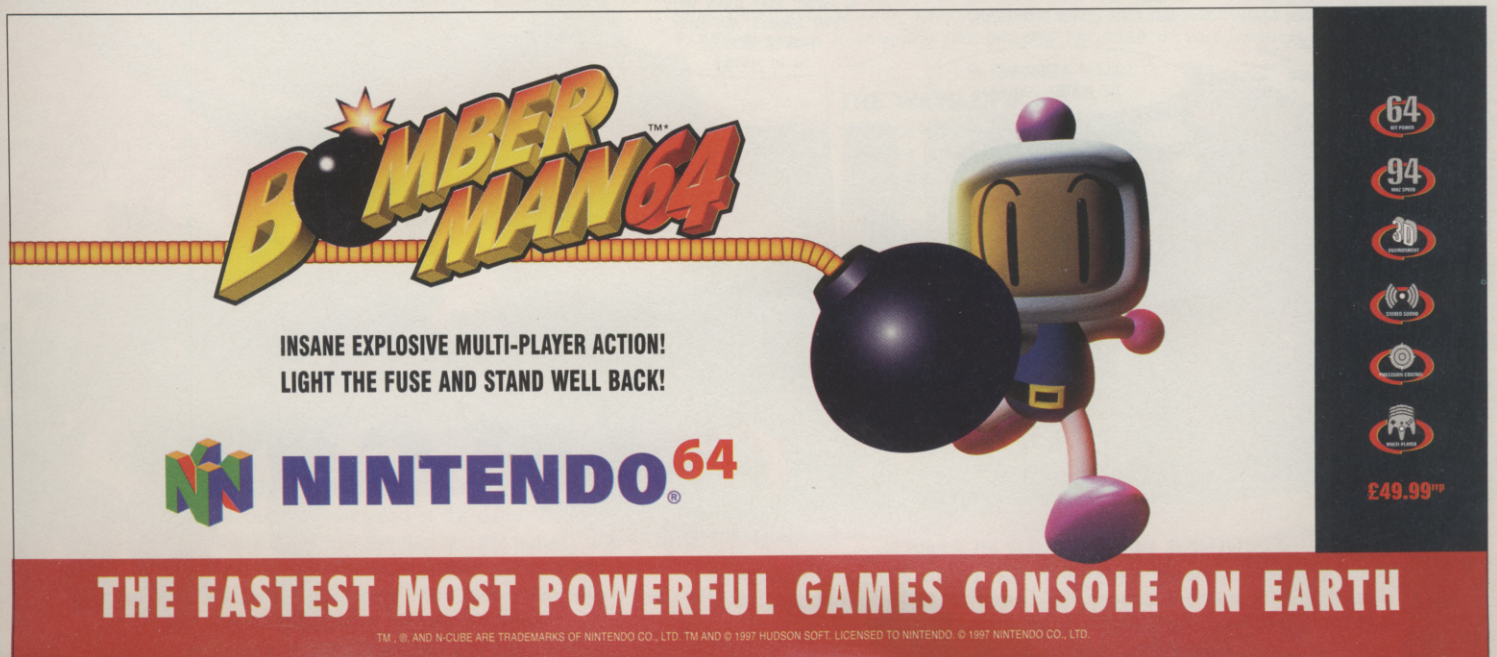


TOMB RAIDER 2 CHALLENGE UPDATE!

The qualifying heats for the *Tomb Raider 2* challenge were held on Saturday 22nd November.

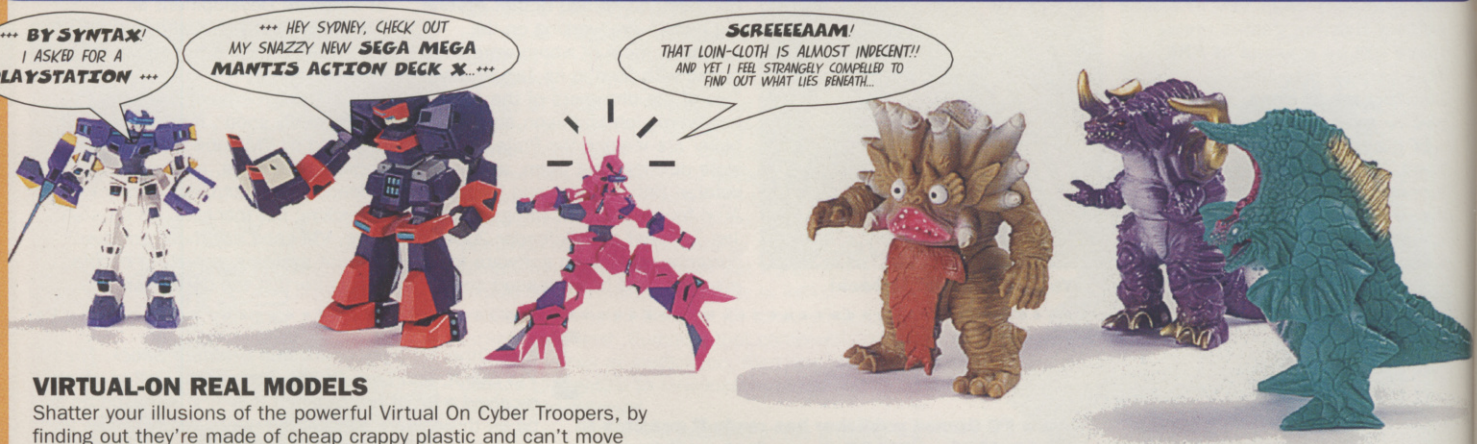
Again there are reports of huge audiences and mass hysteria. And a few teething problems too. Eidos have apologised for not being able to get copies of the game into all participating stores, and have promised us the final will go swimmingly. We have to mention a big thanks to all the HMV staff, who in the line of fire had the bright idea to still hold the challenge using a demo disk of the game, so the show went on. We guess this time the challenge game was just so hot, Eidos couldn't get it to the stores in time. As a result of these snags, qualifying times were very mixed. Excellent times of just over 1 minute 45 seconds were common, but so were times closer to three minutes, for those stores where they weren't playing the assault course level.

The fourteen qualifiers will meet in the final that takes place on Saturday 24th January at the London Trocadero HMV branch. Giving those competitors who now own the game, the chance to hone their skills, and really go for the record on the assault course. See you there!



GIZMO PALACE

ALL-NEW! LOOK NO FURTHER FOR A JUBILANT JAMBOREE OF JAM-HOT JUNK!



VIRTUAL-ON REAL MODELS

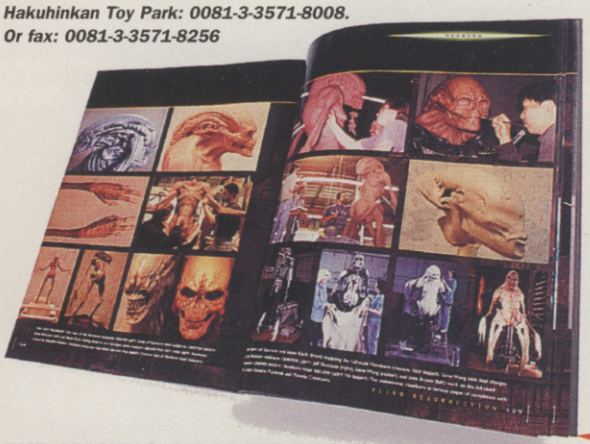
Shatter your illusions of the powerful Virtual On Cyber Troopers, by finding out they're made of cheap crappy plastic and can't move properly. Very authentic.

Temjin and Viper II: ¥1980 (£9). Raiden: ¥2480 (£12)
Hakuhinkan Toy Park: 0081-3-3571-8008.
Or fax: 0081-3-3571-8256

COLOUR-TRANSFORMATION ULTRAMAN & FOES

Place Japan's version of the Jolly Green Giant somewhere warm and watch him go a deep shade of red. Place his foes in front of children and watch them vomit in fear.

Ultraman: ¥1000 (£5) Ultra Monster series: ¥600 each (£3) Bandai.
Call the Hakuhinkan Toy Park: (as before)



SONY DISCMAN D-465

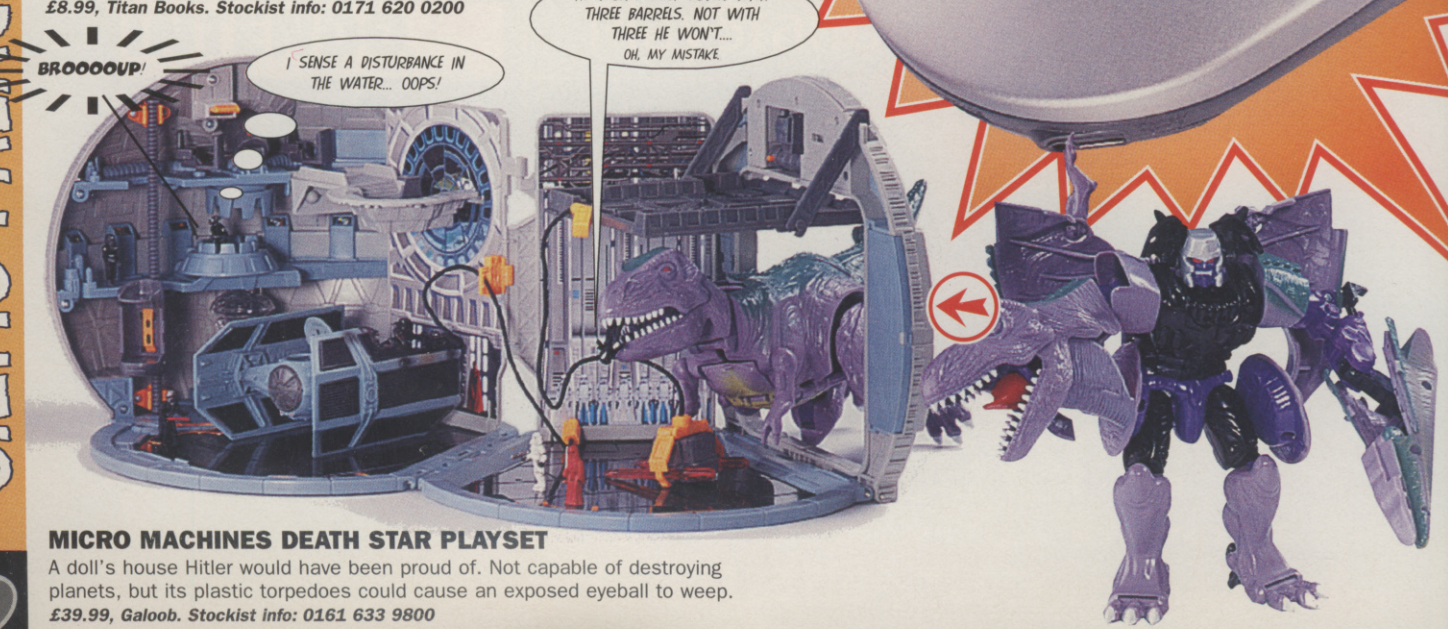
Listen to your favourite tunes undisturbed, even when driving your tractor! Thanks to the 20 seconds of Super Electronic Shock Protection in this latest CD Walkman.

£199, Sony.
Stockist info:
0990 111999

THE MAKING OF ALIEN RESURRECTION BOOK

Everything you need to know about the next travesty in the Alien series. One to read over the breakfast table, perhaps while enjoying a boiled egg.

£8.99, Titan Books. Stockist info: 0171 620 0200



MICRO MACHINES DEATH STAR PLAYSET

A doll's house Hitler would have been proud of. Not capable of destroying planets, but its plastic torpedoes could cause an exposed eyeball to weep.

£39.99, Galoob. Stockist info: 0161 633 9800

THE LIGHTBLASTER GUN

Criminally, this comical-looking PlayStation gun isn't compatible with Time Crisis, but it does feature a Hyper button for special weapons. Or as they say in Germany, a Hyper-knop voor speciale wapens. Groot!

£24.99, Interact.
(as below)

VIDEOS

Mars Attacks. ***Boxed with free T-Shirt: £12.99. Widescreen version: £14.99.***
Batman & Robin. ***£12.99.***
Friends: Series 2, Episodes 1-4. ***£12.99. All three from Warner Home Video. Stockists info: 0171 379 3234***
The Simpsons: Crime and Punishment: ***£13.99 20th Century Fox. Stockist info: 0171 833 58338***
Martian Ambassador action figure. ***£15. Call Forbidden Planet on: 0171 836 4179***

MÄKOPAD 64 JOYPAD

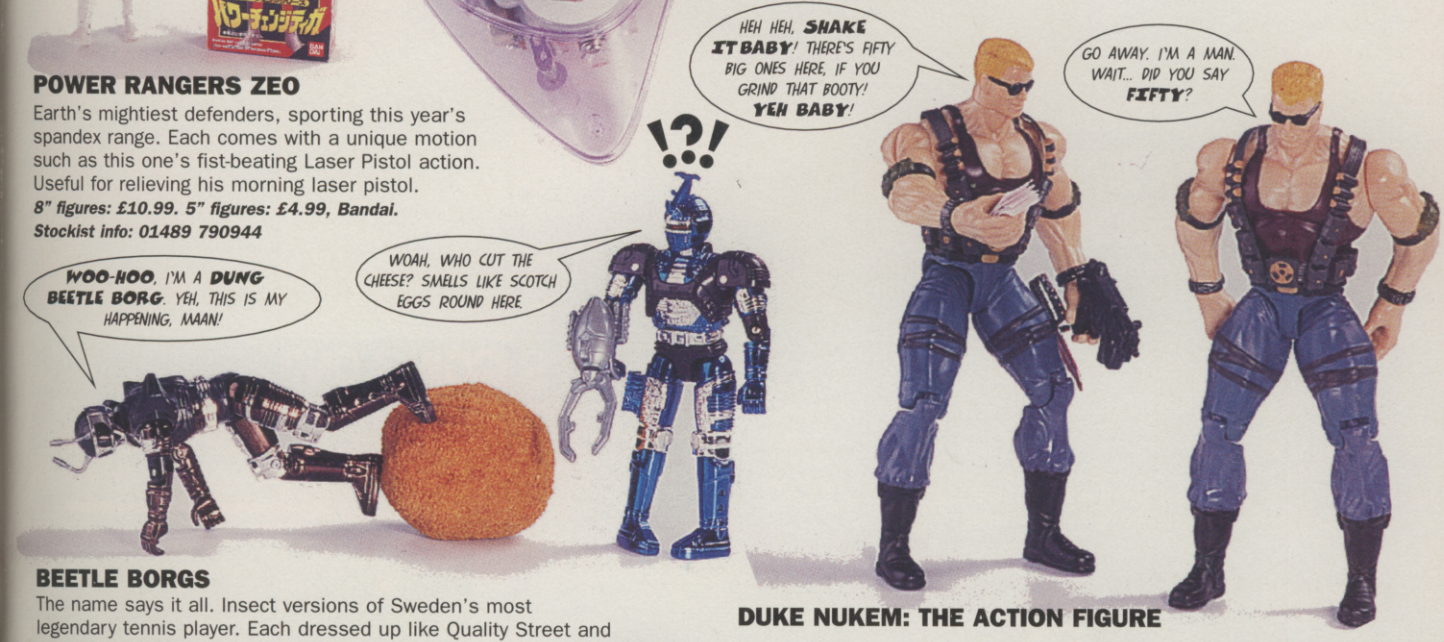
All the features of the official Nintendo 64 pad, plus auto-fire and slow-motion. An innovative design features makes this a must for gamers with large left hands.

£24.99, Interact.
Stockist info: 01204 862026

POWER RANGERS ZEO

Earth's mightiest defenders, sporting this year's spandex range. Each comes with a unique motion such as this one's fist-beating Laser Pistol action. Useful for relieving his morning laser pistol.

8" figures: £10.99. 5" figures: £4.99, Bandai.
Stockist info: 01489 790944



BEETLE BORGS

The name says it all. Insect versions of Sweden's most legendary tennis player. Each dressed up like Quality Street and sporting a popular swiss army knife gadget.

£5.99 each, Bandai. Stockist info: 01489 790944
Scotch egg: 59p, Tesco.

DUKE NUKEM: THE ACTION FIGURE

Duke has 13 points of articulation and can hold ALL his weapons at the same time. Talented bloke, they say only one in every thousand men can do that.

$12.99, Resaurus. To order ring: (US) 001 614 751 9352. Or: www.resaurus.com.

TRANSFORMER BEAST WARS

Act out your fantasies of the cyberhive farmyards of the future! These new Transformers are the hottest toys in Japan this Christmas. Also available in wasp, leopard, rodent and hog forms.

Megatron and Optimus Primal double-pack. ¥5800 (£27) Hasbro.
Call the Hakuhinkan Toy Park (as before)

THE WAVE UFO

The true sequel to Tamagotchi, just released in Japan. Your pet alien picks up mobile phone waves and they cause him to mutate. Keep his air clean, gamble against him, and feed him suspicious substances. Alternatively, lay him on a table and operate on the bastard.

¥2980 (£14) Bandai.
Call the Hakuhinkan Toy Park: (as before)

CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

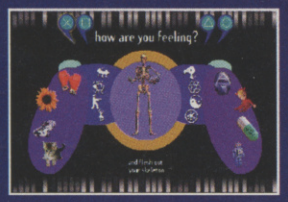
Here we go again, into the mysterious online city of ones and zeros that is the internet. Travelling along the information superhighway, over the Java Script flyover and... snore... zzzzzz. No, this is about video games on the internet and we want your input. If you've made a webpage or have a particular favourite that someone else maintains, let us know about it. Either write to the address below or Email us at cvg.world@ecm.emap.com.

CVG WORLD,
CVG, 37-39 MILLHARBOUR,
ME ISLE OF DOGS, LONDON, E14 9TZ

PLAYSTATION ON THE INTERNET!

HTTP://WWW.PLAYSTATION-EUROPE.COM

The official European Sony PlayStation site will be fully up and running in January. There's already a preview version going which shows just how great the site will be. It already looks amazing – probably the best-looking site we've ever seen – and there are loads of good ideas being started up. You can even customise your browser depending on your frame of mind each day! We'll have more on the site when it's working fully. Should be a good one.



Here you get to dress the skeleton any way you want.

The PlayStation Europe site looks fantastic. The borders on your browser can be changed each time!

SONY ONLINE GAMES

HTTP://WWW.STATION.SONY.COM

Tanarus: Multi-player tank battles!

EverQuest: A full-3D online RPG!

Sony Interactive Studios America (SISA) have started making multiplayer internet PC games. The first to get going was *Tanarus*, a team-based tank strategy battle game. It can support 10,000 players at a time (20 per game divided into four teams of five players each) and is designed to have very little "lag" which slows the game down. *Tanarus* requires a fairly fast PC to run (Pentium 200, 16 megabytes of RAM) and even works with 3Dfx cards. You can download a demo from **http://www.tanarus.com.**

The next online game is to be *EverQuest* – a full-3D online RPG. It will feature 12 races, 14 character classes and more than 40 skills to choose from. Over 1000 people will be able to play on each server simultaneously, exploring five massive continents! Hopefully SISA will be able to avoid the connection problems that plague *Ultima Online*. Sounds promising. Have a look at **http://www.everquest.com** for more information.

WHAT'S GOING ON?

HTTP://WWW.GAME-ONLINE.COM

As you'll know if you read the last issue, CVG is now on the internet as part of Emap Images' Game-Online. The real-time Voting area is now running, letting readers vote on current video game issues. And hopefully by the time you read this, the real-time Chat rooms will also be available. Here you'll be able to get in touch with other gamers from around the world, as well as chat with the geniuses that create CVG. Game-Online also has themed weeks. Through December and January there'll be features on *Diddy Kong Racing*, *Quake 2*, and the various Winter Sports games coming soon. There's also going to be an interview with Toby Guard, the man who created *Tomb Raider* and, of course, Lara Croft.

Make sure you look at the reader's forums – there are some hot discussions about biscuits which you'll no doubt want to be involved in.

Recently Game-Online had a *Final Fantasy VII* week to celebrate the release of the game.

ULTIMA ONLINE

Playing *Ultima Online* can be a fantastic experience (when the game isn't jerking about and cutting you off all the time). Everyone who plays has stories to tell, and we want to print them in CVG World every month. If you have a particularly interesting day, write out a SHORT diary explaining it. We also want little tips that you've got. Here's an excerpt from the diary of Pink the Bard, one of Ed Lomas's alter-egos.

DAY 2

"After spending many hours practicing my music, I bought a dog from a trader for 20gp which I named 'Pongo' and was given a free pig with it. I called him 'Hombré Hog'. After feeding my food supplies to Pongo I got annoyed with him following me everywhere and locked both him and the pig in a shop and ran away.

I have heard stories of magical items in a nearby city called Vesper, so tomorrow I plan to make the journey there. I just hope I don't run into the gangs of 'PK-ers' (Player Killers) I have heard about. I should be safe – my musical skills are improving, and my new robe makes me look quite threatening."

DAY 3

"Today I finally felt ready to leave the safety of Britain and set out in search of a new city, Vesper. The woods outside the city walls are dangerous; filled with bandits, wild animals and strange monsters. I met a friendly-looking wizard named Kali-Mar and offered to sell him a large fish (which I had previously stolen from someone fishing by the river in Britain) and he stopped to think about my offer. Then he fried me with a lightning bolt. All I could do was watch helplessly as a ghost while he stole everything I had collected over the last few days. At this point I decided that I would roam the land in my underpants and a woman's hat, tormenting all. I have become 'Evil Lord Pink'. Beware."

ADVENTURERS WANTED

DIDDY KONG RACING KNOWS NO LIMITS!

Race anywhere you find land, sea or air in a true free-roaming adventure.
To survive you'll need guts, speed and savvy whether you're flying your plane, power-sliding your car or buzzing around in your hovercraft.

Four player action, 8 characters, 30 tracks and if that's not enough, slap in a Rumble Pak™ and feel every impact.

VICTORY IS OUT THERE. GO GET IT!

DIDDY KONG RACING™

NINTENDO® 64

RAREWARE

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

TM, ®, AND N-CUBE ARE TRADEMARKS OF NINTENDO CO. LTD. © 1997 RARE. DIDDY KONG, BANJO AND KAZOOIE CHARACTERS ©

PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

USE OUR E-MAIL ADDRESS A BIT. IT'S EASIER TO READ! ALSO WE CANNOT REPLY PERSONALLY TO YOUR MAIL. SO SORRY ABOUT THAT.
MAILBAG.CVG@ECM.EMAP.COM

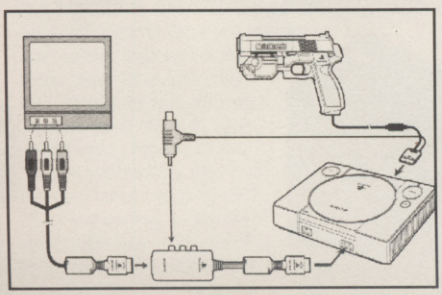
MAIL BAG

Christmas. As well as being a time of hard-core religious worship and top TV movies, it's a time of friendly correspondence. Before the big day there's the Christmas card frenzy, then afterwards there's all the letters you have to write to Granny and Uncle Edna to thank them for their lovely gifts. Phew – you're going to have one busy biro this month! So while it's still warm in your hand, why not write to us as well? Whoever sends the best letter gets their choice of game dontcha know!

I'M HAVING A TIME CRISIS!

Dear CVG,
After reading in issue 190 a 'new games look at *Time Crisis*', I became very distressed. Yeah, I can hear you now, laughing at this statement, but I noticed something which may apply to a lot of people with newly bought PlayStations. This is that the newer PlayStations only have a port for an RFU adapter. I believe this to be because Sony took out the 'video out port' from the first PlayStations' so they could bring the price down to £100.
Basically, my point is you showed a diagram with the Gun-Con plugged into the video out port (so that it had better accuracy), and my machine doesn't have that socket in the back. Does this mean that I can't play Time Crisis, as I was so looking forward to it, I started saving the £60 ages ago.
Richard Brookes, Cheshire.

CVG: Fear not Rich, as you can indeed play Time Crisis on your new machine, but you'll need to get one more lead to go with it. The good news for yourself (and all the other people intending to buy Time Crisis with new machines) is that Sony are going to bundle this lead with the game. No extra cost. No extra hassle. Check out our little diagram to show you exactly how to fix it up to your TV.



The GunCon schematics. Many Bothans died to bring us this information.

CHALLENGE US! PLEASE

Dear CVG
I would like to know why there is no HMV/CVG Challenge in Ireland. The third one is approaching and still there are no signs of the two stores in Dublin and Belfast holding heats. Why don't you run a separate final over here because there are a lot of decent game-players in Ireland and it couldn't cost that much to fund. I would also like to know which is better and worth the money out of Goldeneye and Final Fantasy VII.
D. Kavanagh, Dublin, Ireland.

CVG: Challenge locations are up to the stores themselves. So, unless you can go along with a big group of mates and change the manager's mind, the challenges will stay to mainland Britain. Sorry. As for the games, Final Fantasy VII will last you a lot longer than Goldeneye, and is a great experience. On the other hand, Goldeneye amazes just about everybody who plays it. Hard decision. Wouldn't want to make it for you.

THE ALEX HUHTALA FAN CLUB

Dear Feeble Midget,
I am sorry that you cannot reach the door handle to your house. Maybe you should carry a ladder around with you. I own a Saturn. I hope you enjoy your Cup-a-soup.
Deen Lim, West Ewell, Surrey.

CVG: We tried to get Alex to reply to this letter, but he couldn't reach the keyboard. Poor little fellah.

CRUISIN' FOR A BRUISIN'

Dear CVG,
Please could you track down when *Cruis'n' USA* is coming out. I have waited nearly six months for this game and I feel rather cheesed off as it's been on import for a year now. I have contacted THE Games with no luck, tried various importers who told me it's not released. Please could you pull some strings and get it out or Sony will be getting my custom from now on.
Simon Harrison, Worthing, West Sussex.

CVG: We don't care if Cruis'n' USA doesn't come out over here as it's complete rubbish! One of the worst games ever, in fact. Diddy Kong Racing however is much better and that is what you should spend your hard-earned on.

BITS THAT WERE SAVED FROM THE BIN!

Dear CVG,
Is there anyone left in the world who hasn't seen Star Wars? Who hasn't tried to do Chewbacca's strange voice? Or indeed, put a bucket on their head and stomped around the house in a cloak shouting "Bring me the Princess, I want her alive!" Or waved a red broom around, shouting at your little brother: "Your powers are weak old man, now I am the master!" No? It must be me then. But what would it be like without George Lucas? Without Star Wars?!? I'd better stop right there because I'm scaring myself.
Grant Bush, N.Jobling, Gloucestershire.

Dear CVG,
How about making a *Rage Racer* type game for the Saturn, but instead of just having loads of rock soundtracks and 2-4 cars like *Sega Rally* and *Manx TT* (both still good games), have sound tracks from dance outfits like Sash, Puff Daddy Inc, Dave Angel, Goldie, Roni Size and LTJ Bukem?
David Palmer, Derbyshire.

CVG: Can you imagine hurtling round a corner at over 150 mph in Rage Racer, cutting up a rival as the G-Force kicks in with 'Every step you take' by Puff Daddy blasting in your ears! What an anti-climax. Maybe you could get Elton John, Spandau Ballet and A-Ha as well!

Dear CVG,
Computer and Video Games is a saviour to many, many people. It's the best there is and if you don't realise that, then you should wake up and smell the Tamagotchi turd that you shuffle!
John Hagen, Elton, Chester

CVG: Heeeyyyy Johnny Boy! You so cray-zee!

Dear CVG,
There is one thing I want to say to the CVG Team. Where did you get Ed Lomas, surely he can't be real?
Xena. No fixed abode.

CVG: When Paul took over the editorship of CVG, he was out looking for staff in the local zoo, when he stumbled into a freak show. Inside, a man called Lomash was sitting under a sign which read Life Observing MASHine, just looking at everyone. Paul stuck him under his jacket, took him home and called him Ed. By carefully nurturing him through his early years using the Spirit of the Mad Gamer, Ed Lomas was raised into the fine figure of a man you see before you today. The End.

FILM BUFF MEETS GAMER

Dear CVG,
I was told that there is a movie being made of *Resident Evil*. Is that true and when is it coming out? Also, I was

looking in another mag, and there was a woman who looked like Lara Croft. Is there a movie coming out with her in it? Oh, and one other thing: when is *Resident Evil 2* coming out as I can't wait for that to come to Scotland?

Derek Cairns, Knightswood, Scotland.

CVG: Both of the games you mention will be made into movies. Res Evil already has Jason Patric cast as Chris Redfield, and if rumours are anything to go by, none of the gore from the game has been lost. As for Tomb Raider, Liz Hurley and Demi Moore are apparently the two favourites to play Lara. And the women you're referring to is Rhona Mitra, who Eidos hired to act as a real life Lara.

DEAR DEIRDRE IT ISN'T!

Dear CVG,

I have a few problems with your issue 192.

1. Why the hell were the Spice Girls featured on the front cover of the magazine when three games, namely *FFVII*, *Time Crisis* and *Goldeneye* had reviews inside. These three were some of the most important ever created (FFVII is a revolution, not a semi-revolution as "The Mana Hero" says in #192). The Spice Girls game is an embarrassment for the PlayStation and magazines as big as CVG should not be advertising it on such a big scale. This is not what the PlayStation was made for – give it to the cartoony, childish and generally inferior N64.
2. Why does *G-Police* only deserve a four out of five when it is such a classic game (what is the big problem if any, when it comes to giving *G-Police* a four)?

By the way, have I made the correct choice to save my money for *Time Crisis* and *FFVII* instead of *G-Police*, *Tomb Raider 2* and *SF EX*?

Henry Harker, North Yorkshire.

CVG: You're damn right they are some of the most important games ever created, which is why two of them got covers and Time Crisis was flagged heavily on two covers as well. We're sorry if you didn't like the Spice Girls cover, but the issue completely sold out so somebody did.

DEARLY BELOVED

Dear CVG,

I've got an idea for a pedal you could use for *Time Crisis*. Place a light and fairly large book over the buttons of the joypad in port two. Then simply press on it with your shoe while playing to duck undercover. This is much easier and more hygenic method than using cheesy toes.

P.S. Please pray for my cyber-dog, Snowy, who was murdered at 46 years of age by a bastard who pressed the reset button and whose arms are now broken. RIP Snowy (Sniff).

Robert Bui, London.

Y'know that stuff about cheese coming from milk? Lies.

CVG: Cheesy Toes. This letter was OK until we got to that part

TAMAGOTCHI HITS HOLLYWOOD

Dear CVG,

You may already know this, but there is going to be a Tamagotchi movie. As with any craze in Japan, an animated feature wasn't long in coming. The Tamagotchi movie begins with "Dr. Bonzo," an unfortunate man who has struck out on his one hundredth "marriage meeting". Being dumped for the 100th time seems to have been the last straw for Bonzo and, feeling depressed and lonely, he goes to sit and think by the riverbank where he sees a UFO land. Rushing to the location, he finds the residents of the saucer to be the mysterious Tamagotchi. Dr. Bonzo then decides to investigate the mysteries of the Tamagotchi, which I assume are revealed in the film. Tamagotchi: The Movie was released in Japanese cinemas this summer and should be out on video in America now, though I doubt it will ever come out over here. If it is, then it will be released by Anime Projects, AD Vision or Anime Pioneer, and considering the film's nature, certainly not Manga Video. I was thinking you could buy the film on import and review it in the magazine.

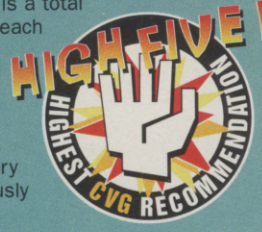
Andy C.

CVG: Our hats go off to the mysterious Andy C as there was indeed an animated Tamagotchi Movie. It's success in Japan must have been limited due to the lack of coverage it received, but needless to say, we're tracking down a copy at the moment and as soon as we have one, you'll be the first to know.

STAR LETTER

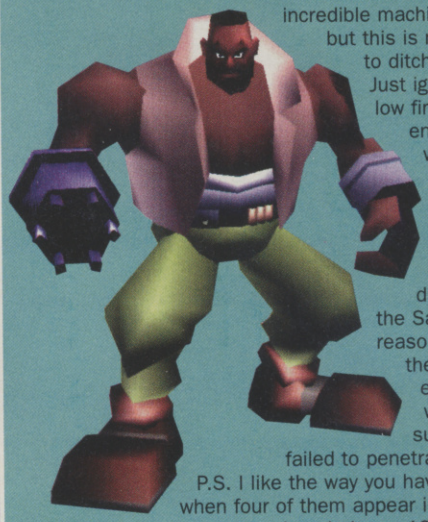
SHOULD YOU TRUST THE HIGH FIVE

Looking at the current performances of the Saturn and the PlayStation, the enormous gap in sales is a total contrast to the quality of the games on each system. The PlayStation has a far greater quantity of games being released, but isn't the quality more important? The public have been convinced by the huge variety of PS games, while the Saturn's limited software library has been its greatest weakness. Obviously the PlayStation has far more third party support, but why is this the case?



From looking at the sales chart in Freeplay, it is obvious that it is not the quality games which are flying off the shelves. All we see are endless 'Platinum' games, which have only sold because of the fancy tag. Some of these games are truly dreadful by today's standards (*Alien Trilogy*, *Rayman*, *Worms*), and this shows the questionable tastes of many PlayStation owners. Most old Saturn games can be found for under £20, but because that fact is not advertised, they are ignored. This is another triumph for image over substance.

I think that the PlayStation is an incredible machine with a strong future, but this is no reason for 3rd parties to ditch the Saturn so quickly. Just ignoring it because of the low financial return is not good enough. Maybe if they worked with the machine for a while, they would discover its true potential. Sonic Team and the AM departments are continuing to produce stunning games for the Saturn, and there is no reason why others cannot do the same. Their lack of effort is the main reason why such a great system such as the Saturn has failed to penetrate the mass market.

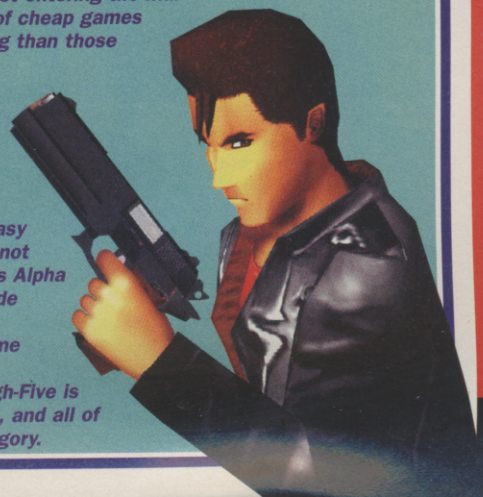


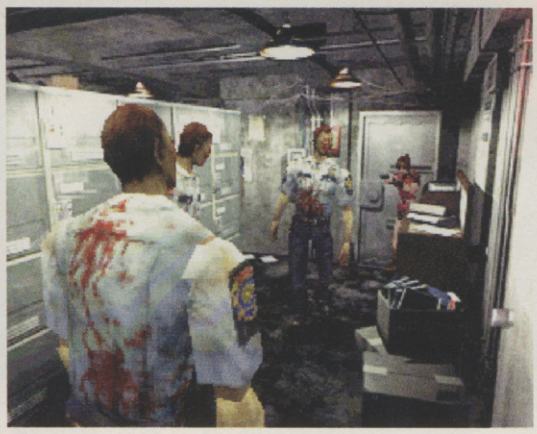
P.S. I like the way you have a High-Five celebration when four of them appear in Issue 186. Then seven more come along in issue 192, and it doesn't seem strange. Could it just be the super quality of the new PlayStation releases, or is the High-Five not the accolade it used to be?

Gavin Woodworth, Penrith, Cumbria.

CVG: We all know that the Saturn is a cool machine, but the fact is developers outside Japan will not make as much money from Sega's machine as they would from Sony's. Sony learned from the mistakes they made in marketing Walkmans and Discmans and used that to their advantage by making the PlayStation the first console it was 'cool' to own. As it becomes more and more mass market, so the bulk of the owners is made up of more casual game players. The real fans bought the machine ages ago, and they know what to avoid. Everyone else who is just entering the market sees the prospect of cheap games as much more appealing than those priced at £40-plus.

As for your comment about the High Five, our standards haven't changed one iota. Of the seven games you refer to, four were on PlayStation. Final Fantasy VII and Time Crisis cannot be disputed. SF EX Plus Alpha is one of the best arcade conversions ever, and Castlevania is an all time classic 2D platformer. Remember that the High-Five is given to classic games, and all of those fit into that category.





80% COMPLETE

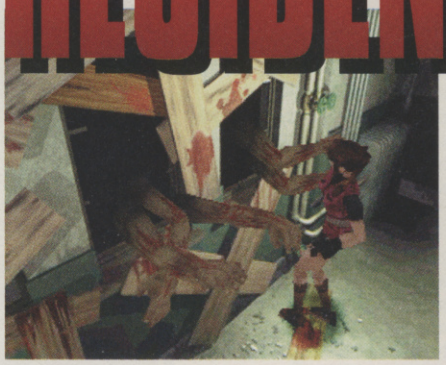
PlayStation

SURVIVAL HORROR | BY CAPCOM | SPRING RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY CAPCOM TEL IMPORTER

Resident Evil 2 takes the now-famous "world of survival horror" to the next level, with graphical environments, storyline, and character design that utterly smash the original.

RESIDENT EVIL 2



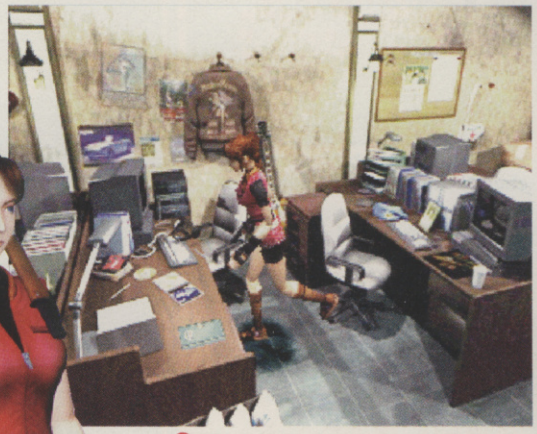
It's hard to say the words "*Resident Evil 2*" without a tremble in the jaw, a quivering of the bowels and a clenching of the gut. Capcom fanatics have been waiting for this game – nay, not just a game, an event – for what seems like an eternity. We've waited and waited, through delays, through a graphically inferior Saturn version, a graphically superior PC version, through rumours of *Resident Evil Dash*, through a barely-worth-mentioning remixed original (*Director's Cut*, minus uncensored video sequences), through a complete revamp from scratch of the sequel's game design, and through more delays. Finally, the event has almost arrived, and guess what? *Resident Evil 2* was worth its wait... in entrails!

SATISFYING STORYLINE

Wes Craven (director of Scream) would be proud of Capcom's script writers, as the postmortem *Resident Evil 1* story follows one of the great tenets of any real horror movie: no one believes the heroes. Despite Chris and Jill's best efforts to warn the Raccoon Police Department (R.P.D.) about the horrors they barely survived in the mansion at the edge of town, their tale gets laughed off as so much hallucinative rubbish.

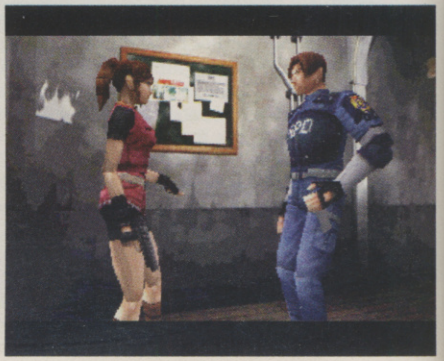
It's now two months later, Chris, Jill, and Barry are gone (Where to? You'll find out in the game), and Raccoon City has been completely overrun by zombies. How did this happen? Gee, could it be some nasty virus from that pesky Umbrella corporation? Experiments gone wrong? Nahhhh. Those policemen should have listened to Chris and Jill's warnings. Now look at them. All they can do is scratch, bite, sniff, chew, eat, and slop. Not to mention itch. (If you didn't play the first game that last bit probably has you wondering...)

Claire Redfield, Chris' scantily-clad and vivacious sister, hasn't heard from her brother in months. (By the way, Claire even sports the exact same "Made in Heaven" bomber design on the back of her jacket as her erstwhile bro. And hey, look – she's got that combat knife holster on her shoulder, too! Makes you wonder, don't it?) Lovely Claire rides into town on her Harley searching for her sibling, but instead finds nothing but good ol' American apple pie. Not to mention flesh-eating zombies. At the same time, Leon S. Kennedy, a new out-of-town recruit to the recently-beleaguered R.P.D., hasn't heard from his new employers since the interview but shows up for work anyway (fully clad in uniform! What, like they gave him one once he'd been approved for him to, like, practice feeling cop-like in?) Bad decision; always check with your new boss to make sure he hasn't become one of the undead since he offered you stock options. Thus the stage is set for *RE 2*.



Search Chris' desk and check out his diary. You'll get a clue about the current whereabouts of the S.T.A.R.S. of *Resident Evil 1*. The words "Europe" "Umbrella headquarters", "secret laboratory", and "*Resident Evil 3*...?" somehow spring to mind.

A frozen secret laboratory!



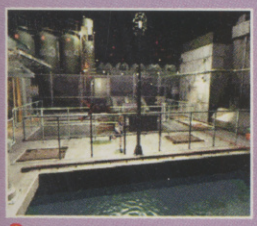
Leon and Claire are the heroes of *Resident Evil 2*. Say hello!

CASTING CALL

RE 2's cast of characters is much more diverse, well-written, and developed than *RE 1*. What a concept, characters with personality! The two primary supporting characters are Ada Wong and Sherry Birkin. Ada is a beautiful Chinese-American woman who is looking for her missing boyfriend, John... but does she have other motivations? (By the way, original *Resident Evil* fans may remember the passwords from the "R.O.P.L.S." computers in the mansion lab: ADA and JOHN. Simple coincidence... or does Ada have some connection to Umbrella?) Sherry Birkin is a little 12-year-old girl wandering through the hell of the R.P.D.; you must protect her from anything and everything.

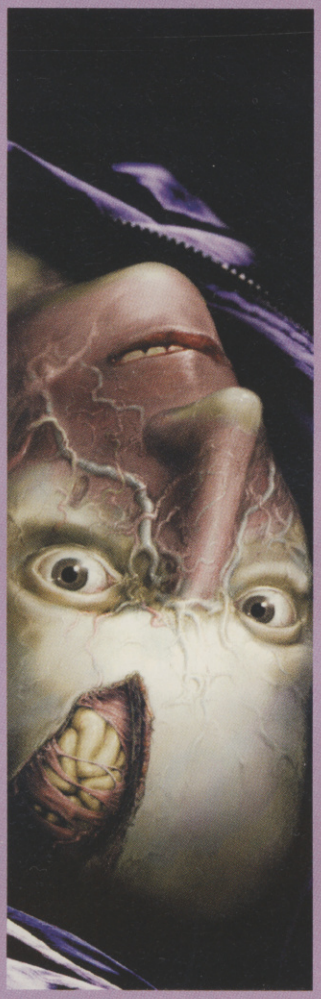
SHERRY

Sherry's frightened and she needs a nice adult to help her in this world of terror. Claire's not into baby-sitting, but today she'll make an exception.

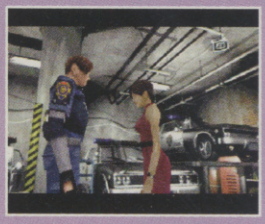


Sherry's survival isn't much of an issue with four health sprays, but all the same you might not want to pat the doggies too much. And don't go talking to strange men with their faces hanging off.

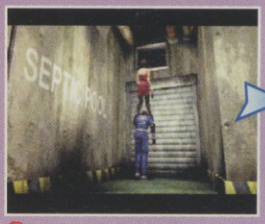
When you're in control of Sherry, you'll have to solve a puzzle for Claire to be able to advance.

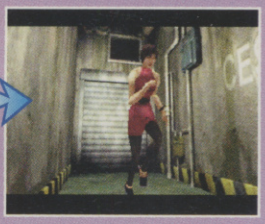


ADA

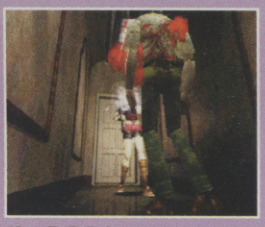


Ada wants your help finding her boyfriend, but there may be more to her than meets the eye. Admittedly, what you can see of her is pretty nice!





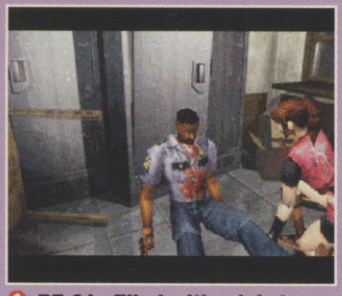
At this ventilation shaft, Leon boosts Ada up and then you take control of her in a brief section (much like with Sherry). She's not much better than Sherry with only a pistol at her disposal.



Rule number one about the R.P.D.'s morgue: the dead don't always stay dead. Stay alert!

The amazing part is that you can actually play as these supporting characters at certain points in the game. These points are fairly brief, but add an unexpected and thrilling change of pace. It's especially cool to play as Sherry, as she's too small of a lass to carry any weapons of her own. Your only chance is to run for it! Fortunately, she's ready with four health sprays, and can take more damage than the adults. Seems strange, doesn't it... perhaps Capcom wants to avoid scathing letters from overzealous mothers about the graphic death of a 12-year-old girl in little Nigel's new PlayStation game by making it next-to-impossible to kill her!

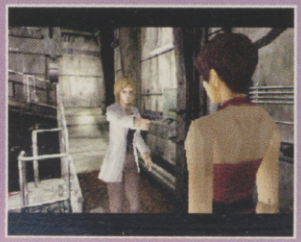
There are other non-playable characters including the scoop-hungry reporter Ben Bertolucci, chief of police Brian Irons (who bares a striking resemblance to Mike Haggar, former mayor of Metro City) and the husband-and-wife scientist team William and Annette Birkin. With its great complement of characters, *RE 2* offers more intrigue and suspense than *RE 1* ever had.



***RE 2* is filled with mini-story events where the screen goes letterboxed. Notice the gaping hole in this cop's chest; the next time Claire sees him, he's gonna be hungry....**

Chief of police Brian Irons is hiding out somewhere deep within R.P.D. Will he help you? And who's the gorgeous corpse?

Reporter Ben Bertolucci would rather stay locked up in his cell then risk his sorry ass trying to escape the R.P.D. To be honest, we don't blame him.

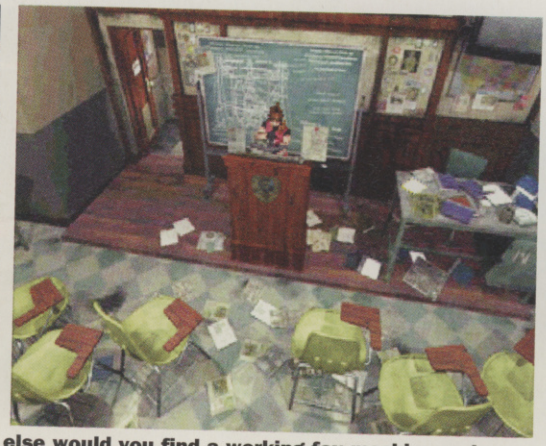


Annette Birkin is a brilliant scientist who wants her husband's work to live on at any cost. She doesn't care about certain other people living on though.

LIFE AND DEATH (MOSTLY DEATH) IN RACCOON CITY

Whether playing as Claire or Leon, you begin the game on the outskirts of town. Fire rages uncontrolled as zombies (former civilians and police officers alike) try to gnaw your skin. The game takes you through three floors of the Raccoon Police Department, the basement, the sewers, a factory area, a laboratory, and more which we could reveal but then we'd have to dismember you, then proceed to gnaw at your bones. The ultimate objective is simple: get out of town by any means necessary. Overall *RE 2* is more expansive than *RE 1*, and the environments are astoundingly much more detailed, arguably surpassing even the beauty of *Final Fantasy VII*. There's quite a bit more animation and interaction with the backgrounds this time around, such as collapsing ladders, breaking floors, ominously creaking fans, fires to put out, and the like. The sequel does require a bit less backtracking than *RE 1*, but there's a far larger volume of areas to explore, so you almost don't even want to go and return to previous areas.

Somehow you gotta find a way to clear this chopper. Wonder what possessed the pilot to fly it into the side of the R.P.D.?

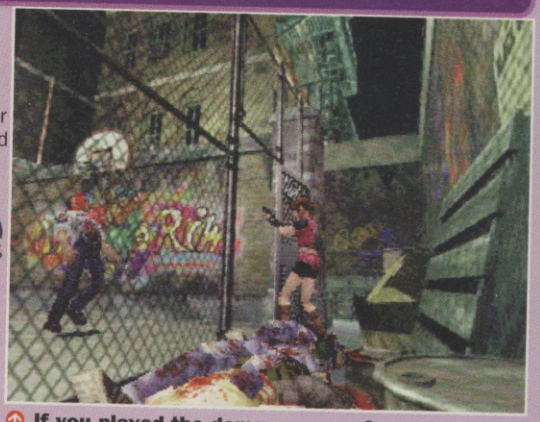


Insanely detailed renders fill *RE 2*'s world. Where else would you find a working fax machine and a shockingly realistic representation of a police briefing room down to the chalkboard and PA stand?

Umbrella's laboratory is hidden somewhere in Raccoon City. Sane people would run in the exact opposite direction, but you're headed right for it.

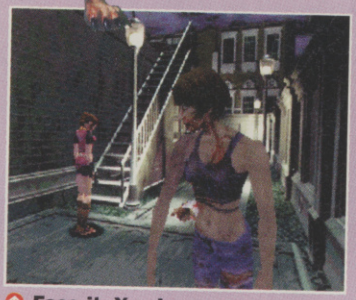
TUT, TUT... LOOKS LIKE BLOOD!

RE 2's designers have gone overboard on the enemy design in this game – whereas the original sported a total of three different zombies, the sequel has more than eight, including a truly distressing, scantily clad female zombie, and zombies engulfed in flame! Producer Shinji Mikami has even gone on record saying he wanted to include child zombies... too bad he didn't. Woulda been juicy. Other returning enemies from the original include the Cerberus, the Web Spinner, and crows, but most have been replaced with equally terrifying new deviants such as scuttling red monstrosities that are long of tongue, leaving behind puddles of drool as they go, incredibly hard to kill plant-based fiends, and a lovely new menagerie of new bosses.



If you played the demo, prepare for a shock – these zombies will bust through the chain link fence.

Dinner time at the R.P.D.! Brings a new meaning to the phrase "Mess Hall", eh?



Face it. You know you want her. It's the new leggy supermodel, Chick Zombie!

If zombies scare you, try this concept on for size: skin-less zombies. Ick.

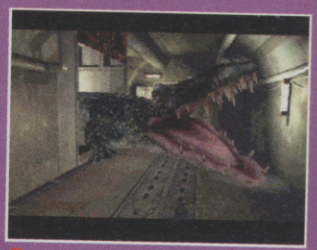
Nasty crows, stay away!

The poisonous spiders from the first game are back in force.

This creepy crawly enemy can slaughter you in one fell swoop.

THE BOSSES

You know it's *Resident Evil* when the bosses have gross red eyeballs growing out of their sides.



Are the croc's eyes larger than his stomach? You probably don't want to get close enough to find out.

The boss freaks include all manner of new Tyrants (there's one ominous, ten-foot tall Tyrant sporting a trenchcoat that cannot be killed, constantly chasing you... freaky!) and even a gigantic, ten-times-larger-than-normal crocodile that chases you down a sewer shaft!

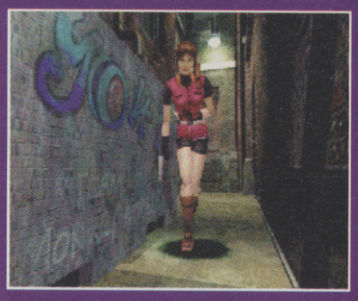
EVIL AUDIO

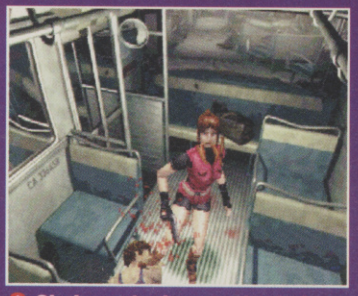
The area of sound has been just as greatly improved on as everything else, if not more so! "How can this be?", you may be wondering, "*RE 1*'s pseudo-musical, ambient soundtrack provided a perfect accoutrement to the horror theme, adding an underlying, subconscious feeling of foreboding desperation to the already bleak situation before you." Then again, maybe you weren't. But in any case, *RE 2*'s soundtrack is just that – a soundtrack. The PCM (music playing on the internal sound chip, rather than from CD) quality here may even surpass that of *Final Fantasy Tactics* – until now, the best chip-generated music heard on the PS.

What about the voice acting? Is it as ridiculously slow and cheesy as the first game? Almost. Would it be *Resident Evil* otherwise? Because of the unbelievably corny way she says it, Sherry's "I don't know, the door won't open!" is notable. Listen for it near the end of the game when playing as Leon; it's just sooooo bad.

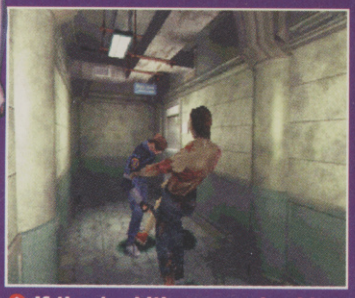
The game's other sounds, from some truly disturbing zombie moans to the rat-tat-tat of an Ingram sub-machine gun, are quintessential Resident Evil. Most impressive is the range of sound effects Leon or Claire's feet create, from crunching glass to clanging metal catwalks.

MANNEQUINS NO MORE



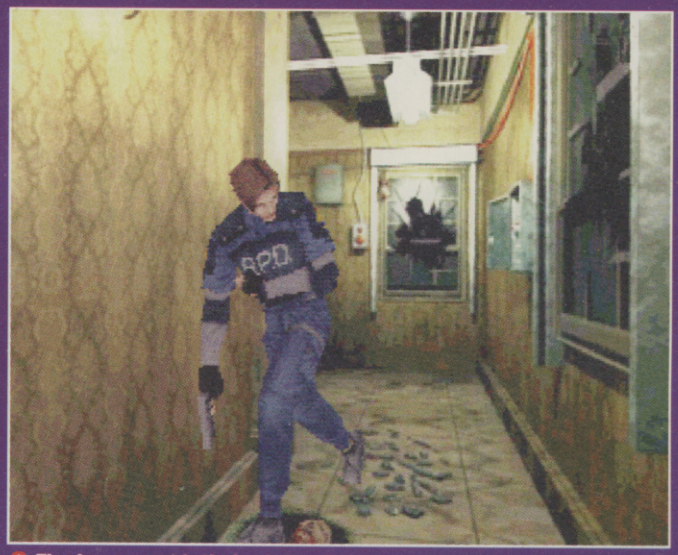


Shake out when you're being bitten. If they're gnawing your ankle, it's head smashin' time!



If they're biting your shoulder, you'll shove them away.

Capcom have given Leon and Claire (not to mention the enemies) a whole new range of exciting actions and poses. The first addition you'll find is the *Virtua Fighter*-style head-tracking system – Leon or Claire look at the zombies around them, rather than staring straight ahead like some Greek god or goddess-physiqued mannequin at Harrods. Further, after you down a zombie, they'll stare in disbelief at the corpse. All characters breathe convincingly now, but the real attraction is the new limping system. As you get beaten down by foes, Leon and Claire will noticeably slow down, first clutching their wounds, then limping pathetically, using their weapons as crutches. This adds a great element of strategy, especially when poisoned – your movements gradually become more sluggish as the poison penetrates deeper into your nervous system, leaving you frantically searching for a blue herb. Another exciting feature is the zombie push-back that our heroes perform as they're being gnawed on – giving a manly shove, they hurl zombies across the screen, which will also knock adjacent zombies down. Let's see those wimps Chris Redfield and Jill Valentine try that, eh?!



The heroes grab their stomach or drag their leg when injured. When they're in really bad shape, they'll use a weapon as a crutch.

HORRIFYINGLY FAMILIAR GAMEPLAY

Key items can be in hard to reach locations.

You've got to figure out a way to lower this ladder.

Puzzles require you to push objects around, just like *RE 1*.

Search everywhere for secrets; some aren't so obvious.

Play mechanics remain largely similar to the first *RE*. There are the now-standard item boxes, limited ammo, ink ribbons, typewriters, health sprays and tricoloured herbs. There's even a throwback to the four Crests of the original – Chess-themed Plugs (Rook Plug, Bishop Plug, etc.) The puzzles remain similar too; pushing stuff around, pulling levers, and using the right item at the right place are generally the name o' the game. There's some new stuff, like blowing walls up with plastic explosives and augmenting your weaponry, but we're talking mostly standard *Resident Evil*-ness.

The fireplace plays host to a fairly obvious puzzle. You have to roast a pig (not really).

If you're stuck on a puzzle, clues are usually right around the corner. Make sure you explore everywhere thoroughly before giving up.

RESIDENT EVIL 2 X 4

The main addition to the gameplay is the too-cool-for-words Zapping System. This somewhat mysterious gameplay improvement centres around beating Leon or Claire's basic quest, then saving to memory card. You're then able to play an alternate, totally different game of *RE 2* that's *adjacent* to the original scenario, so to speak. We won't reveal too much, suffice to say that *RE 2* hasn't really begun until you've beat it once. This means that if you beat the game with both Leon and Claire, you'll have access to four different *RE 2* scenarios, complete with different locations, items and enemies... that's four, four, four games in one, people! Is that a mega-bargain or what?

This relentless Terminator Tyrant chases everywhere in the game's "second quest" Zapping Mode. He's possibly the coolest *RE* enemy ever!

GUNSHOT WOUNDS

The man behind the counter is holding a shotgun in Leon's game, but a bowgun in Claire's game. Yes, each character can obtain vastly different weapons.

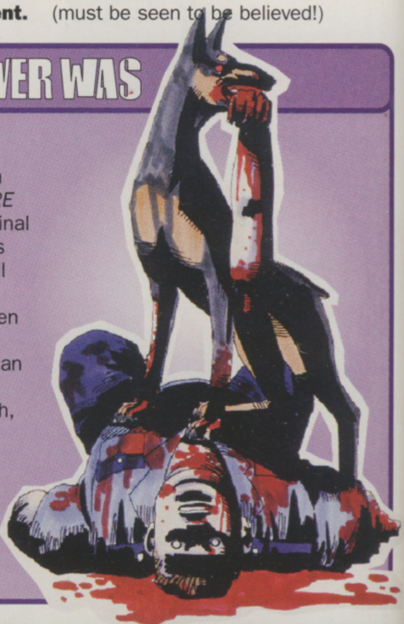
Claire Redfield models her new devastating, multi-ammo-capable Spark Shot.

Here, Ada bandages Leon up and his costume changes! Notice the shotgun with the attachment.

The *RE 2* arsenal has also been increased dramatically. I'm going to list every weapon in the game, so if you don't want to ruin this part of the adventure, by all means skip this section... NOW. Returning from the original game are the Combat Knife, Handgun (an 18-round HK-22 Viper and a 13-round Browning), Shotgun (now a sawn-off Remington Bulldog), Grenade Launcher, Magnum, Flame Thrower and Rocket Launcher. Added are a Bowgun, the Calico 950 – a rapid-fire rifle with a rotary clip, the Spark Shot – a fictitious electrical weapon (it takes batteries!) developed by Umbrella, an Uzi-like sub-machine gun, and most devastating of all, a ridiculously hardcore T2-style gattling gun – remember when Ah-nuld stood in the window of the Cyberdyne building mowing down swarms of police? Yeah – *that* gun. But the real excitement of *RE 2* weapons is the ability to *upgrade* them with various customised parts you'll find lying around Raccoon City. For instance, you can upgrade your handgun to rapid fire or increase the length of your Shotgun barrel, giving it enough power to rip a zombie's head, shoulder and arm clean off (must be seen to be believed!)

RESIDENT EVIL 1.5 - THE GAME THAT NEVER WAS

Remember when *Resident Evil 2* was supposed to release many months ago? Ever wondered why it didn't? Capcom got 65% through with the game (some sources say it was nearly complete,) didn't like it, and started over from scratch. True story. Capcom still has a copy of that incomplete game and now affectionately calls it "*Resident Evil 1.5*" to reflect that it was halfway where they wanted the game to be and had elements of the original *RE*. Some of the changes from *RE 1.5* to *2* included: different, better-looking game environments (*1.5*'s R.P.D. building was very modern, but the renders were a bit bland, while *RE 2*'s R.P.D. building is an ancient-looking museum converted for police duty, with far more detailed and exciting graphics), different characters (a heroine named Elza Walker), and different zombies (*RE 1.5*'s big advantage over the original was that it could fit eight zombies on-screen, but their polygon detail was much lower... somehow, Capcom have managed to fit seven on-screen in the final version of *2* with greater detail than *RE 1*'s models!). Of course, as Capcom started over from scratch, almost everything is different! Wouldn't you just love to check out that almost-done version? Please, Capcom, include *1.5* as a secret bonus for good *RE 2* players!



LIFE AFTER DEATH

Though this may sound strange, try to be killed by every single enemy in the game. Capcom devoted much time to the way each enemy finishes you. Check out the crab monster's repeated bashing of your skull on the pavement or one of the later bosses engulfing you into its toothsome maw and shredding you limb from limb!

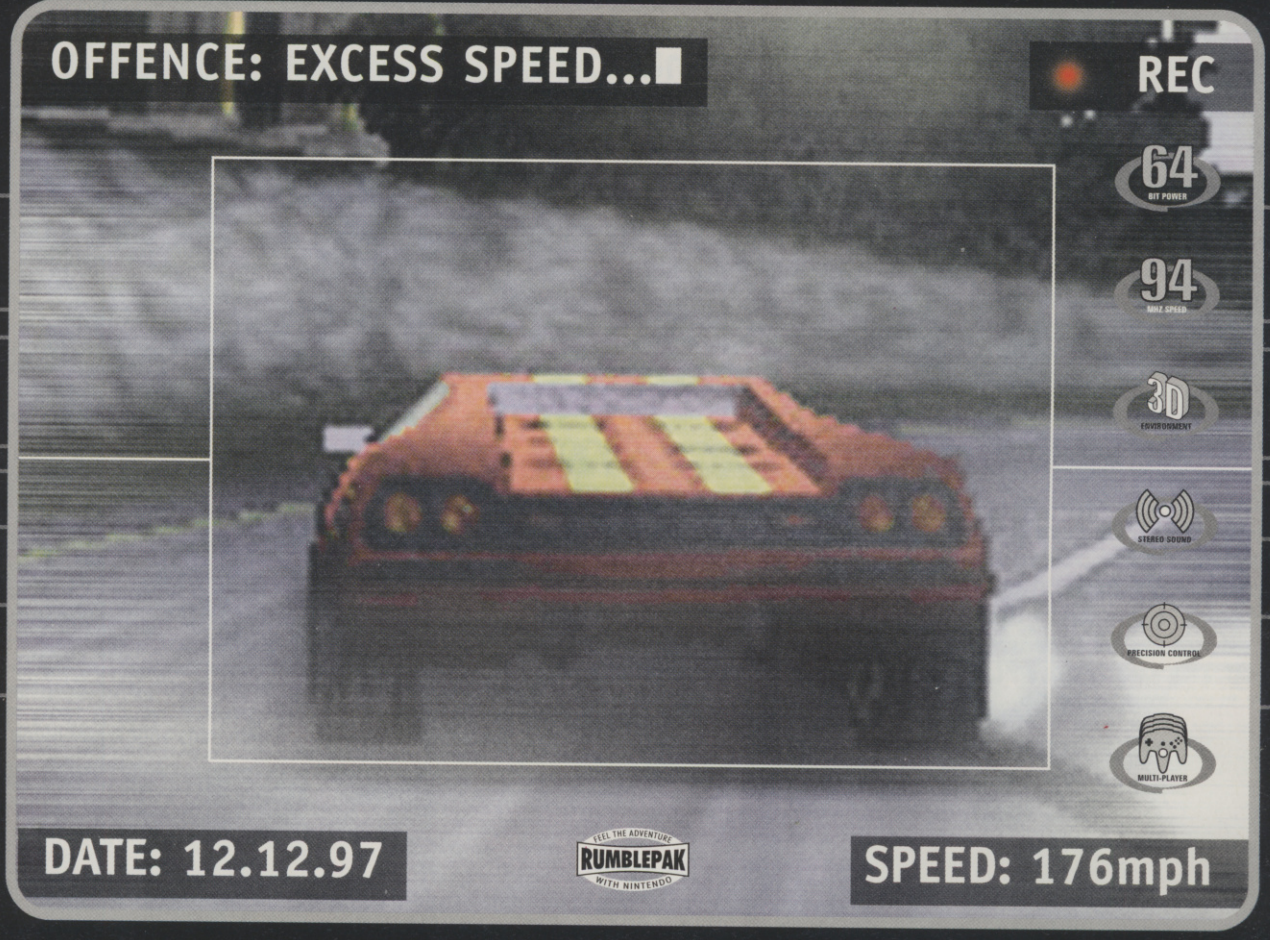
Not much to do on this bus but put a few ex-cops out of their misery. You could try ringing the bell repeatedly to annoy the driver.

This high-tech factory late in the game is one of the most gorgeous, detailed rendered environments ever seen in a video game.

THE END, FOR NOW

RE 2 is maybe 80% done, and key elements (such as the opening and ending FMV) have yet to be added. Also, the game seems a bit easy in its current form, mostly because you get three ink ribbons per pick-up (*RE 1*'s English version limited you to two). Assuming the wizards of game balance at Capcom get it right, *RE 2* will be an event no PlayStation owner will want to miss.

NO POLICE...NO CAMERA...JUST ACTION...



FOUR PLAYERS, EIGHT SUPER CARS, SEVEN TRACKS, FIVE RACING MODES...

AND THE NEXT BEST THING TO HAVING ONE PARKED IN YOUR DRIVE...

automobili Lamborghini™

ONLY ON

NINTENDO®64

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

TM, ®, AND N-CUBE ARE TRADEMARKS OF NINTENDO CO., LTD. © 1997 NINTENDO CO., LTD. © COPYRIGHT 1997 TITUS. THE TRADEMARKS AUTOMOBILI LAMBORGHINI AND DIABLO ARE OWNED BY, AND USED UNDER LICENSE FROM AUTOMOBILI LAMBORGHINI S.P.A., ITALY.

100% COMPLETE NINTENDO64

3D ADVENTURE | BY KONAMI | OUT NOW (IMPORT) | 1 PLAYER

- SNES PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128MB CART
- RELEASED BY KONAMI TEL 01895 853000

He may be an icon in Japan, but Goeman has yet to make a big impact on the British market. Konami are hoping their fifth game in the series will be the one to do it.

GOEMAN 64

What's bizarre about Konami's *Goeman* series of platform adventures is that, even though five games have been produced and all of them have been major hits in Japan, only one of them (the first SNES one, *Legend of the Mystical Ninja*) ever made it to an official release in Europe. Now the character has undergone a *Mario 64*-style 3D facelift and Konami are expected to release this N64 version over here next year. Meanwhile, we've been been sampling an imported cart packed with Japanese text – fairly incomprehensible, but we managed to work out the basics.

WITH A LITTLE HELP FROM MY FRIENDS

Goeman is the central character in this game, but he also has a couple of friends to lend a hand. Ebisumaru is with you from the start, and you can switch between them both whenever you are stationary by pressing the C-Down button. A third person also joins your party during the game, a female swordsman we don't yet know the name of. And with one more character space in your inventory, we can safely assume that a fourth joins your quest along the way.

ONCE INSIDE...

Once you're playing the game, there are a couple of little pointers that might help quicken your progress. In the English version these will be plainly obvious, but the language barrier makes them more obscure. Import game fans, take note!

Good timing is needed here.

This guy gives you the hook.

IN-GAME MAP

There are two sorts of map screens which you can consult. The first is the scaled down, more detailed version that shows you where doors and exits are located. Press the C-Right button whenever you're lost in a town or dungeon to call it up. Notice the lovely transparent effect!

SHOPS

You may not notice the shops at first, because the doors aren't as easy to find as you think. They stock a variety of items – the two that we found sold weapons and the other sold sushi! Just walk up to the table and select what you want to buy. Easy.

MAIN MAP

Finally there is a main map screen which shows you the location of all the towns, villages and other levels you may have to visit. To call this up you must pause the game and hit Z. You can rotate it by using the C-Up and C-Down buttons as well.

Strange voodoo goings on here. He takes 10 coins to let you live!

The less health Goeman has, the more pained and out of breath his movements become.

One of the first enemies you can kill is this bizarre flying dog head. Just don't ask us, OK!

Spinning spiky balls. We've never seen that before. Oh no.

START A COIN COLLECTION!

The most common collectibles in this game are small coin-like objects, not too dissimilar to those found in *Mario 64*. The most common way to find these is by killing enemies and grabbing them as your reward. Also, smashing any vases you come across will drop four or five, and they may even be waiting loose in certain sections of the stages.

Once you've got a pocket full of these you can throw them in a kind of magic attack. Each shot uses one coin. You also use them as currency should you decide to purchase any equipment. You should keep an eye out for a guy on a pogo stick in one of the towns as well, because he pickpockets fifty of them and does a runner!

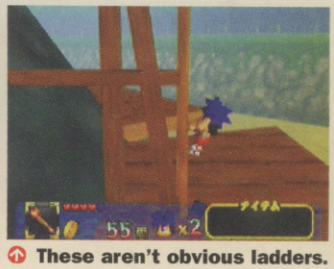
FIRST THINGS FIRST!

The first main task you have to complete is getting yourself the grappling hook. This is to be found at the top of the mountain once you leave the first town. Look out for the ladder and climb up to the first ledge. There is a doll at the end of the platform, so get that and track back. Even though the ladders are right in front of you, the angle of the camera means you might not spot them, so look at our picture and you'll see what they look like. Work your way to the top and there should be a little old guy in his hut will give you the hook.

COME ON BARBIE LET'S GO PARTY!

The key to building up Goeman's strength is to find these dolls. The more you collect, the more your health hearts will increase. We're not sure how many you get once a doll is collected but it seemed to be one heart for every two to three dolls.

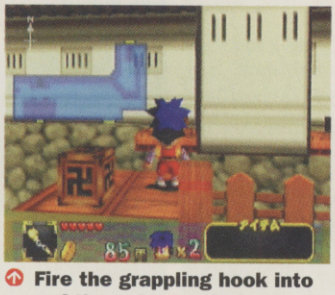
Here is one of the said dolls.



These aren't obvious ladders.

WHAT DO I DO WITH THE HOOK THEN?

Work your way back to the castle and find the ledge that has small boxes with swastikas on them (why swastikas?). With the grappling hook, you can cling onto these crates and drag yourself across gaps that are too big to jump. From this ledge you can access the castle which leads to the first boss.



Fire the grappling hook into any of these boxes during your quest to reach far platforms.

MORE GRAPPLE ACTION!

The stage before you reach the boss is a simple affair in theory, but could take some time if you don't plan your route carefully. The route to the boss is blocked by locked doors and you have to collect keys by killing all the enemies in the rooms, or sometimes by solving puzzles!

You need to shoot the flower wielding grannies twice in order to kill them off. Silly old hags.

BLOW YOUR ROCKS OFF

The first boss is a giant rock head whose weakness is the red spot on his chin. Smack him with your short staff, then when the head tips back, dodge the fire it spits, Go back to attacking the dot and when the head fires four lasers, jump over them. Keep repeating this and he'll soon be dead.

An entrance to a shop.

GOTTA GO-MAN!

Goeman 64 contains a lot of text that will need translating into English, so, unless Konami pull off a miracle, you won't be seeing an official version of the game for a while. We'll have more info for you in a couple of months' time, though.

50% COMPLETE

PlayStation

DRIVING GAME | BY SONY JAPAN | OUT MARCH | 1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

With the PlayStation having had lots of success on the back of the Namco driving games, this is the chance for Sony to prove themselves as developers.

GRAN TURISMO

Let's face it – the PlayStation isn't short of driving games. We've got rally games, Formula One titles, high speed thrills with the likes of *Rage Racer*, and even aeroplane racing. So what are Sony going to do to make everybody go and buy this one? Strictly speaking, that's something we're not going to be able to answer until we have a completed version, but the demo we've played has given us a fair idea. *Gran Turismo* is going to feature cars galore, all based on real vehicles which can be customised to suit your driving needs, and all of which have to be earned by skillful driving, as in *Rage Racer*. It certainly looks as though Sony of Japan are spending the time with this, and we'll have a bigger update next month.

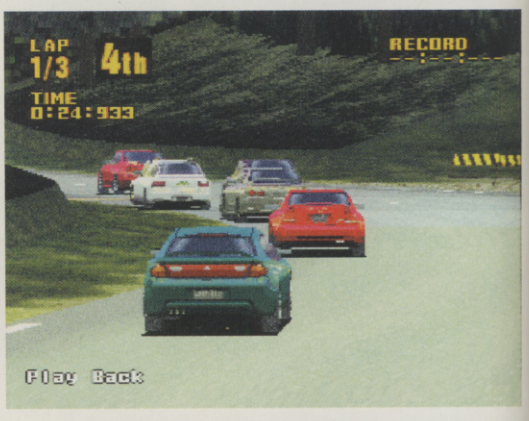
MEN AND THEIR MOTORS

A big selling point for this game is the number of cars available for you to race. There are ten different makes to choose from, and for each make of car, there are five different models to choose from. If you fancy following in the recent footsteps of Keith Flint from the Prodigy and hopping into a TVR, then this game lets you do that. Also selectable are Aston Martins, Chevrolets and Hondas, And if you can't afford a brand-spanking-new car, the game offers you the chance to buy second-hand models, but you then run the risk of buying a really clapped-out motor that falls apart on the third bend.

The competition gets tough as the other racers try and do a 'Schumacher" on you! Dirty gits.

DO YOU KNOW WHY WE STOPPED THE CAR?

One of the novel things about *Gran Turismo* is the driving test facility that lets you get used to the way the game handles. The lesson begins with a simple task, such as an emergency stop, where you have to bring the car to a standstill at an exact point on the circuit. Complete that and a new task is assigned, like taking a corner at a certain speed. The further in you get, the harder the tasks get and eventually, an entire lap is set before you, where you have to finish all of previous objectives in one go! Cool.

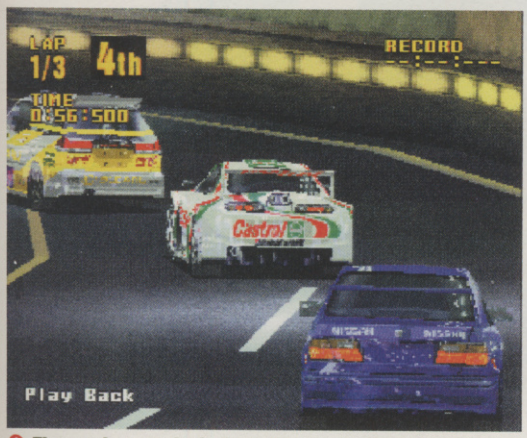


MORE CIRCUITS THAN ED'S BRAIN!

Not content with supplying you with stack of cars even Arfur Daley would be proud to own, *Gran Turismo* gives you loads of tracks to race them on. Initially there are eight selectable circuits that vary from standard high-speed tracks to city centre drives, with the usual hidden extra track in there somewhere too. As in *Rage Racer*, the track layouts change from race to race as the easier routes are blocked off and you're sent down more demanding detours.

ESSEX MOTORS LTD

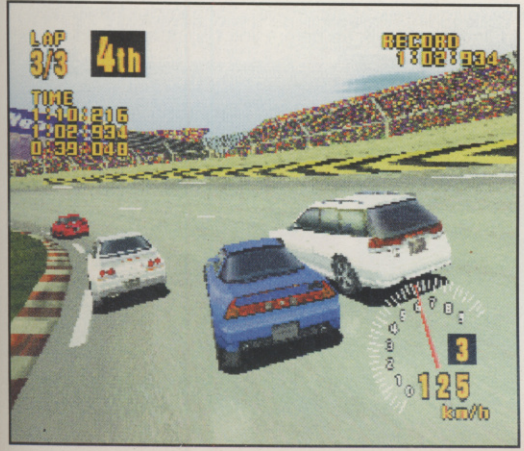
Customising your car is another option that the programmers have explored in great detail. This should please the *Max Power* readers out there, because almost everything from the colour of the car to the shock absorbers can be customised. In fact so many alterations give you almost limitless vehicular variety. To add to the feeling of realism, the game is also analogue pad-compatible, and for once, it actually looks as though this mode is worth having.

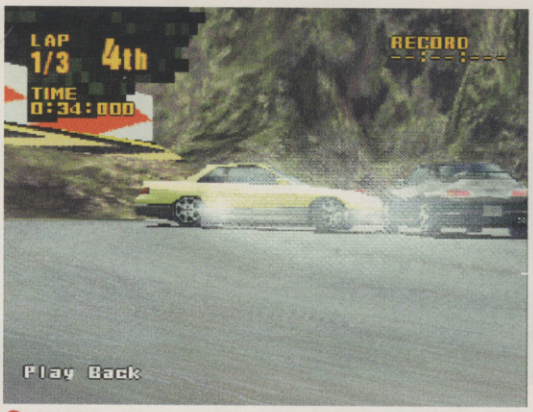


The replay mode is just like watching the TV!

BUT WHAT'S IT LIKE?

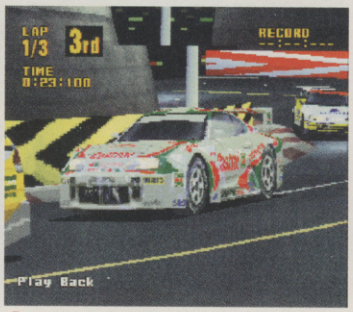
The most important thing about *Gran Turismo* is the feeling of speed and in this respect it compares favourably with *Rage Racer*. One of the things about Namco's game was how slow it seemed when you first started playing, simply because you had to earn the right to jump behind the wheel of top cars like the Assoluto. The same applies in *Gran Turismo*. It starts off being a slow game, but once you've got a bit of cash in your pocket the real cars enter the fray and *GT* becomes an awesome prospect.



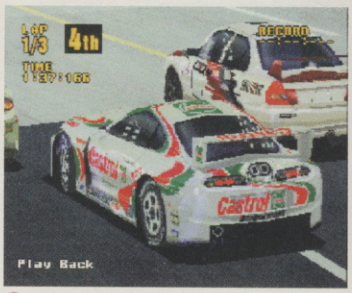


Stacked it! One false move and you lose it.

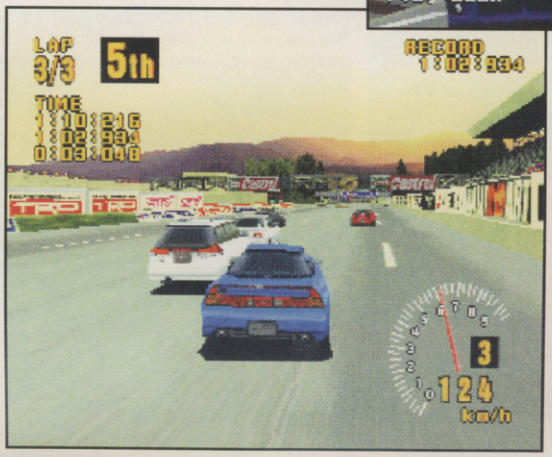
One of the cool camera angles from the replay.



Once your mates have seen the replays in *GT*, they're sure to wet their pants!



Once your mates have seen the replays in *GT* they're sure to wet their pants!



LIGHTS, CAMERA, ACTION!

One of *Gran Turismo's* most impressive features is its action replays. Once a course is completed, the replays start automatically and from the looks of them, you could be fooled into thinking that you're looking at a real TV replays. The cars all look very sleek and stylish, and have ultra cool lighting on them which shows off some of the graphical touches the programmers have implemented. Take a look at these in-game screenshots here to get a feel for it.

Take the wheel in Executive Company Car Racer! Race Keith the Sales Manager to the wine bar before Happy Hour expires! A litre of Pina Colada will be your prize!

THE GRAN FINALE

There are rumours doing the rounds that a near-complete version of *GT* is in the country. We'll be doing our best to track it down and bring you a comprehensive update next month.

85% COMPLETE
SEGA SATURN

RPG | BY TEAM ANDROMEDA | FEB RELEASE | 1 PLAYER

- SATURN PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA TEL 0181 995 3399

One of the flagship titles for the Saturn returns for a third incarnation. This version however, is something completely different!

PANZER DRAGOON SAGA

The programmers behind the *Panzer* series, Team Andromeda, have to be applauded for trying something different. It would have been quite easy for them to make the third *Panzer Dragoon* game another fantasy shooting epic. But they've proven their ingenuity as developers by taking the best elements of *Panzer*, and incorporating them into a role-playing game. To their credit, Andromeda has decide to keep the outstanding visual style of the previous games in *Panzer Dragoon Saga*. Even in the early demos we were treated to, the graphics were nothing short of stunning. All the light-sourcing, animation and shading are superb, and all we have to wait for now is an English text version so we can tell you how it plays!

SMACK MY DRAGOON UP!

The combat interface in *Saga* is a little different to any previous *Dragoon* games. There's a group of icons to the left of the screen, and each one is a different attack or spell you can cast. You can attack a single enemy with a group of laser shots or fire a bigger but weaker cluster of lasers at multiple targets. You can cast spells once you have learned them and heal yourself as well. Anyone who forks out for the Japanese version will have problems getting to grips with it because of the Jap text, but there is a training mode inside the game which should get you going.

The three white bars at the bottom of the screen tell you when you can attack the enemy.

THREE TIMES THE FUN

The main game is made up of three distinct parts which come into play depending on your situation. When you're walking around the houses, villages or towns you come across, the view shows the hero, Azel, strolling around chatting to people, buying items, etc. Travelling between towns is the second style, and that is the most reminiscent of the old *Panzer* games because you're shown riding on the back of your dragon. When enemies pop up you can fly into them to activate the combat mode. This being an RPG, the combat is more reminiscent of that in *Final Fantasy* as it relies on an energy bar being full before you can attack. Shooting baddies drains the bar, and you have to wait until it has filled itself back up before you can attack again.

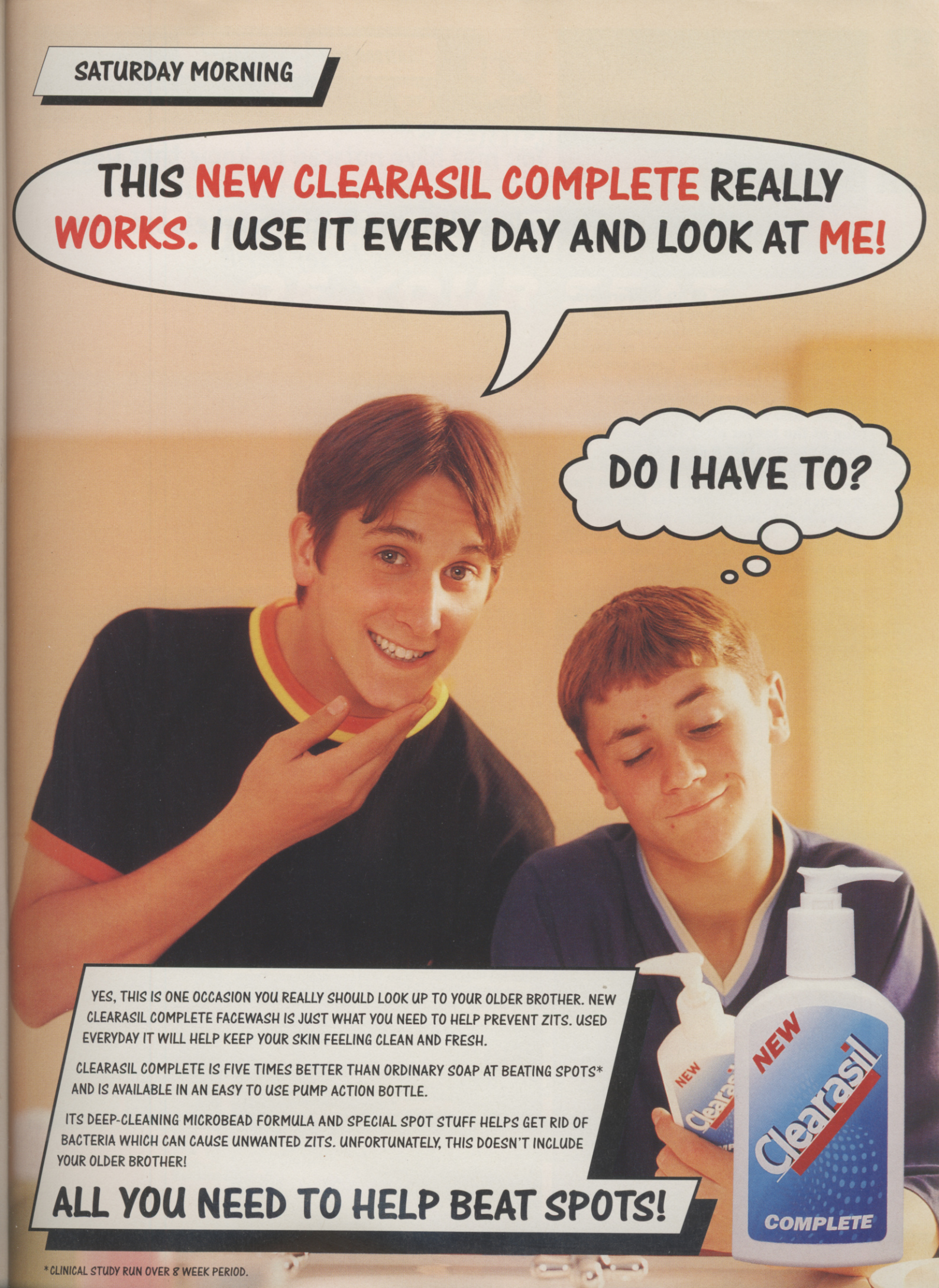
As you can see, the bosses are nothing short of amazing. And no hints of slowdown!

ENTER THE DRAGOON

Even though the Japanese version is practically finished, there's little chance of *Panzer* arriving on these shores for a good few months yet. Once the translation has been completed though, the Saturn could have yet another top *Panzer* game. Keep your eyes peeled, readers.

SATURDAY MORNING

THIS NEW CLEARASIL COMPLETE REALLY WORKS. I USE IT EVERY DAY AND LOOK AT ME!



YES, THIS IS ONE OCCASION YOU REALLY SHOULD LOOK UP TO YOUR OLDER BROTHER. NEW CLEARASIL COMPLETE FACEWASH IS JUST WHAT YOU NEED TO HELP PREVENT ZITS. USED EVERYDAY IT WILL HELP KEEP YOUR SKIN FEELING CLEAN AND FRESH.

CLEARASIL COMPLETE IS FIVE TIMES BETTER THAN ORDINARY SOAP AT BEATING SPOTS* AND IS AVAILABLE IN AN EASY TO USE PUMP ACTION BOTTLE.

ITS DEEP-CLEANING MICROBEAD FORMULA AND SPECIAL SPOT STUFF HELPS GET RID OF BACTERIA WHICH CAN CAUSE UNWANTED ZITS. UNFORTUNATELY, THIS DOESN'T INCLUDE YOUR OLDER BROTHER!

ALL YOU NEED TO HELP BEAT SPOTS!

*CLINICAL STUDY RUN OVER 8 WEEK PERIOD.

100% COMPLETE

PlayStation

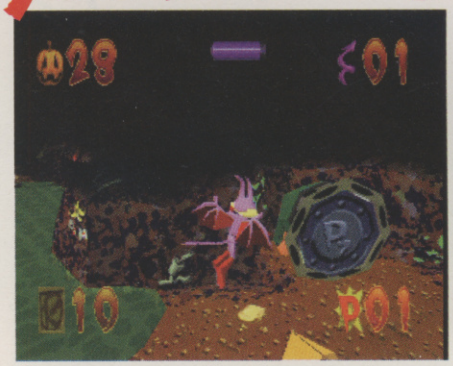
PLATFORM GAME | BY MEGATOON STUDIOS | OUT NOW | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY OCEAN TEL 0161 832 6633

You may have noticed by know that Ocean have new game character about to be released on the British market. But how good exactly is *Jersey Devil*?

JERSEY DEVIL

When it comes to 3D platformers, games like *Croc* have proved that the PlayStation can more than match up to the standard of *Mario*. Of course, they still aren't on a par with those games, but there is still a lot of scope for improvement. *Jersey Devil* is another title hoping to make the next rung of the ladder after *Croc*. As you would expect from a game of this nature, the platform game rulebook has been used to full effect. It features flash graphics, a central character that has the ability to run/jump/fly as is necessary and loads of levels and secrets. But with so much other competition, does *Jersey Devil* honestly make the grade?



Hold triangle while airborne to fly.

Likewise, triangle also pushes crates.

AND TODAY'S LETTER IS...

The basic idea behind *JD* is that you have to collect five letters to spell the word KNARF which will enable you move onto the deeper levels. The reason for these particular letters is that the evil Dr. Knarf has decided to take over the world using vegetables blah blah blah. The way to find these is usually a lot more complicated than just smashing open a crate, as there is a strong puzzle element to this as well. If the crate doesn't reveal a letter, then you're more than likely to get a pumpkin. Collect one hundred of these and guess what? You get an extra life.

Jump into the fountain and it will shoot you skywards, and into this letter. Only another four more to go. Once they are found, then you can...

...enter the doors marked K. They are usually tucked away somewhere, and there will be more than one door on the level. Start hunting people.

SPIN SPIN SUGAR

The 3D glory of this game comes into effect with regard to the camera angles. At any point in the game, you can spin the view round 360° to make tricky jumps that little bit easier. This can also reveal hidden bonuses that are at the top of otherwise obscured trees or ledges. Simply whacking either of the shoulder buttons moves the camera in the same direction.

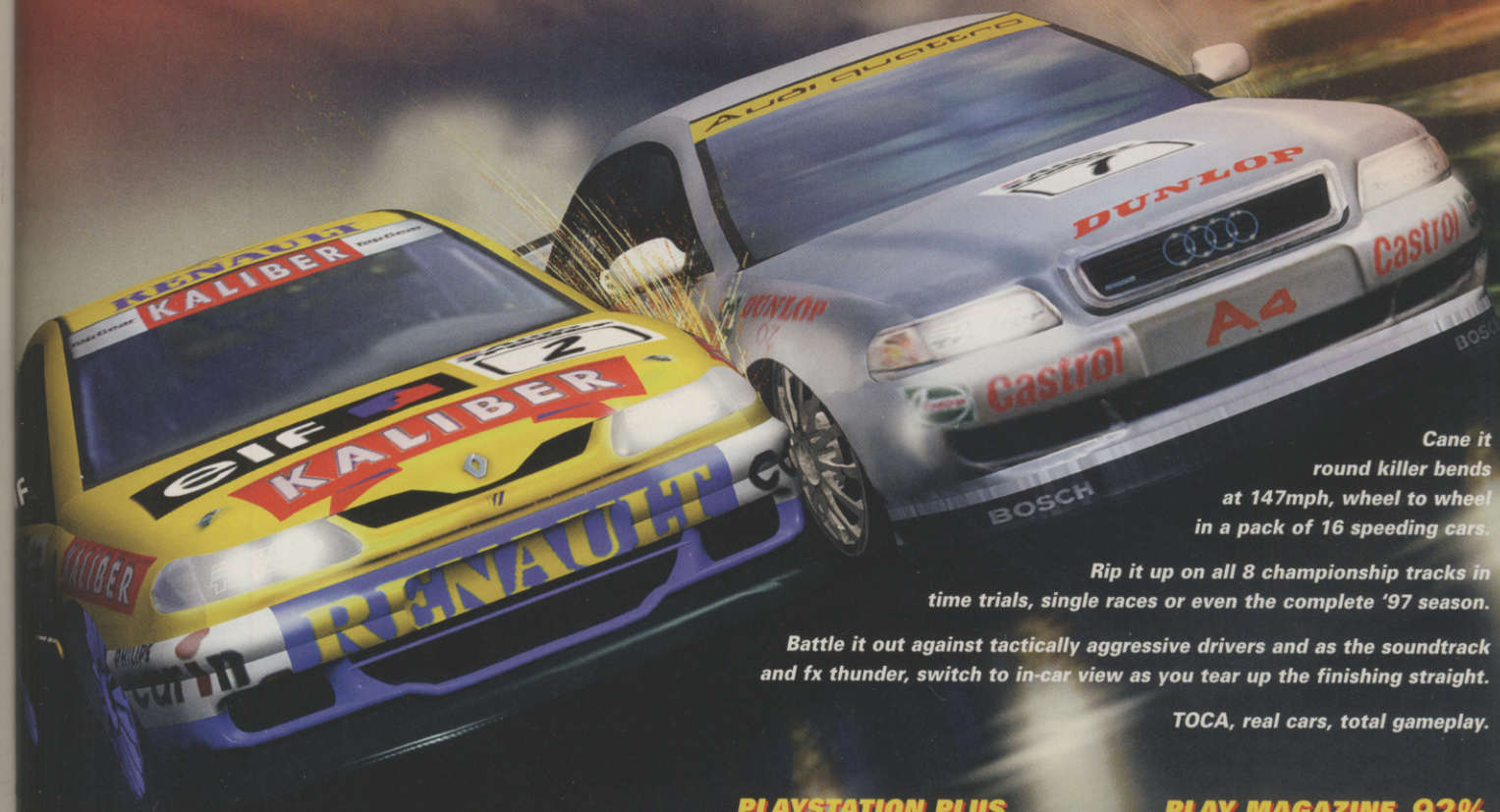
BETTER THE DEVIL

Jersey Devil should be in the shops very soon, but even so, we'll be giving our opinion on Ocean's big Christmas title next month. 'Til then readers.

TOCA TOURING CAR championship

PlayStation Magazine STARPLAYER

ACTION ON THE EDGE OF YOUR SEAT



Cane it round killer bends at 147mph, wheel to wheel in a pack of 16 speeding cars.

Rip it up on all 8 championship tracks in time trials, single races or even the complete '97 season.

Battle it out against tactically aggressive drivers and as the soundtrack and fx thunder, switch to in-car view as you tear up the finishing straight.

TOCA, real cars, total gameplay.

PLAYSTATION PLUS winner **91%**

PLAY MAGAZINE 92%
"Packed with smash 'em and crash 'em gameplay! Even more advanced than Formula 1 '97... Incredible. Really fast, really fun, really racing"

Which of these codes enables you to pass through your opponents?

CMCOLLOFF CMNOHITS CMPASS (1 of 3)

Crash Out

Bump & Grind

Thrash It Out

Cane It

PlayStation

Codemasters

PC CD-ROM

www.TouringCar.com

© 1997 The Codemasters Software Company Limited and Codemasters Limited. "Codemasters". All Rights Reserved. BTCC, The British Touring Car Championship, TOCA, and all its variations, copyrights, trademarks and images used or associated with the RAC British Touring Car Championship and/or depicting BTCC cars are all copyrights and/or registered trademarks to TOCA Limited and are being used under license by Codemasters. All other marks are trademarks of their respective owners.

1997'S REAL CARS, REAL TRACKS, REAL TEAMS, REAL DRIVERS, REAL VIEWS

TOCA

80% COMPLETE

PlayStation | 3D ACTION | BY EIDOS

PC CD ROM | FEB RELEASE | 1-2 PLAYERS

- PAPERBACK BOOK VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EIDOS TEL 0181 636 3239

The game isn't even out, but already *Deathtrap Dungeon* has sold in its millions and jump-started a worldwide craze. And that was fourteen years ago!

Ian Livingstone is the head of multi-million pound games company, Eidos. And his success is largely due to a collection of books he co-wrote back in the Eighties. The Fighting Fantasy series allowed the reader to take part in adventures, making choices by turning to different pages of the book. The concept was a huge success, with kids reading the books in schools everywhere (with their fingers marking about eight different sections). To date, the Fighting Fantasy series has sold 14 million copies in 23 languages, and the best-selling of the bunch is Deathtrap Dungeon. Livingstone always planned to turn the books into videogames, and now he has the chance. The technology is available, Livingstone is in the right place and *Deathtrap Dungeon* is coming!

YE OLDE RENTOKILL.

The plot to *Deathtrap Dungeon* is classic fantasy stuff, and fans of the book will recognise it instantly. The city of Fang has become the residence of a red dragon, who has forced the citizens to build a deep labyrinth around him. With the people gripped in fear, the city's ruler, Baron Sukumvit, has offered a reward of 10,000 gold pieces to anyone who can slay the dragon. Many have attempted 'The Walk', all have failed. Now you have arrived to face the challenge. Or as the dragon calls it, sport!

Fine examples of Paul's 'facing north' dance.

IT'S A TRAP! LOOK, THERE'S SOME MORE!

To help flesh out his vision of the *Deathtrap Dungeon* videogame, Livingstone has called on the talent of some age-old colleagues. Assisting with the game design is Richard Halliwell – who designed the Space Hulk and Warhammer tabletop battle games for Games Workshop (a company that Livingstone also founded). Together with Jamie Thompson – editor of Whie Dwarf and creator of the Way Of The Tiger books – they've created what they promise are some of the most fiendish traps ever seen.

Must have followed my trail of smarties!

The left pic features deadlier weapons.

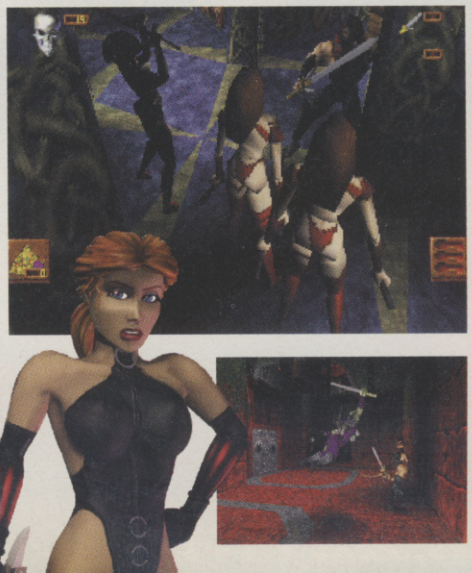
DUNGEON RAIDER

Deathtrap Dungeon's structure is very similar to *Tomb Raider*'s. Playing as either a barbarian or scantily-clad (and fashionably large-breasted) female, you view the action from a third-person perspective. You can also spin the camera around the main character, or stop and survey the area through their eyes. There are ten levels, with ten more sub-levels. These take you from the dungeon's entrance, through such colourfully-named areas as the Snake Girls' lair (complete with aforementioned scaly wenches), The Hive, The Sunken Castle, and finally the Dragon's Lair.

The dreaded Breakfast Table stage

IF I C-CAN JUST R-REACH M-MY... PIG BOMB

There's a huge range of weapons in *Deathtrap Dungeon*, and some of them demonstrate the twisted sense of humour that's gone into the game. Close range weapons come in the form of swords and hammers. And magical versions – like the Black Spirit-sword – are awesomely wieldy blades. Slashing combos can be pulled off too resulting is some excellent decapitation. For true pyrotechnics though, you have to find the long-range weapons. Blunderbusses, flamethrowers and most bizarre of all, a pig that homes in on the closest creature. Throw it badly though, and it goes for you!



TIME STANDS STILL DUNGEONEERS...

Fighting Fantasy fans are drooling over the prospect of a brilliant *Deathtrap Dungeon* videogame. And with the original creator taking such a hands-on approach, it's all looking highly promising. A review next month, and if things go well, other FF games are promised.

NINTENDO 64

BUCKLE UP

TOPGEAR RALLY™

Five tracks, four racing modes, variable weather effects and multi-camera views plus an action replay mode, make Top Gear Rally a radical driving experience!

Tweak any of the nine cars with your own tyre, suspension and steering settings or even add your own graphics in the custom spray-shop.

"The best racing simulation for the N64". Nintendo Magazine

N64 STAR GAME · 64 BIT POWER · 94 MHZ SPEED · 3D ENVIRONMENT · FEEL THE ADVENTURE RUMBLEPAK WITH NINTENDO · STEREO SOUND · PRECISION CONTROL · MULTI-PLAYER · 90% 64 MAGAZINE

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

TM, ®, AND N-CUBE ARE TRADEMARKS OF NINTENDO CO., LTD. © 1997 NINTENDO CO., LTD. © 1997 BOSS GAME STUDIOS, INC. ALL RIGHTS RESERVED. TOP GEAR RALLY IS A TRADEMARK OF KEMCO.

98% COMPLETE

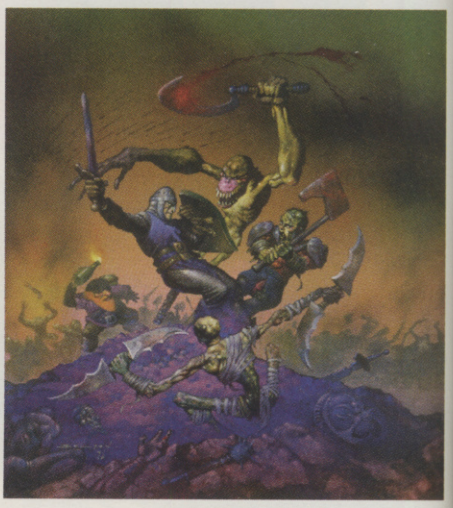
PC CD ROM

STRATEGY | BY BUNGIE | FEB RELEASE | 1-4 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY EIDOS TEL 0181 636 3000

When bomb-laying dwarves, sword-wielding knights, and lightening-throwing mages meet head on, you can bet there will be bloodshed. Buckets of it!

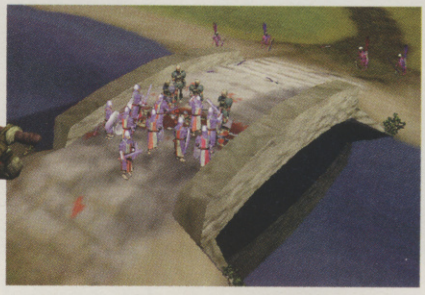
MYTH



Myth **may look like another reworking of *Command and Conquer*, but it isn't. You don't erect buildings, you don't make your own troops and you don't have tanks. It's your warriors against the enemy, and last man standing is the makes his team a winner.**

It sounds simple, but the best games often are. The key to being successful in *Myth* is to try and plan ahead. Ploughing in with all weapons slashing and hacking is fun and funny, but more often than not leads to your death. Enemies appear half way through the level just when you think you've got the existing soldiers licked. Scenery has an effect too, with archers often found waiting at the top of steep cliffs to have a better chance of picking you off.

Then there's the of blood too – loads of it. Arms, legs, heads, gut and entrails all litter the battle arena once the action has died down, so don't play it eating your dinner.



SMALL BUT PERFECTLY FORMED

Dwarves are the most important characters to have in your team. They're physically weak, which is why you mustn't let them get exposed, but their offensive talents are not to be sniffed at. They have two forms of attack which involve bombs. The first is a simple petrol bomb-style affair: an explosive is hurled into the air and explodes on contact with the ground – anything in the vicinity will instantly turn into a mess of giblets. The second sees the dwarves lay small packages that act as mines, and erupt once somebody touches them. Members of your own team can also detonate them, so beware!

The top picture shows the destruction the dwarves can cause. Well placed bombs = carnage!

The undead are almost defeated. Keep the village secure to win the level.

THE KNOCK ON EFFECT

Laying multiple mines is also a good way to get a group of enemies killed in one go. Once each of the mines are close enough to each other, they explode in a chain reaction. An arrow is often a good way to start one of these, as a well placed spear is enough to trigger the sequence. If any weapons or shrapnel dropped by dead soldiers are lying around as well, they fly off in all directions. These kill enemies, but more often than not just cause wounds.

THAT CINEMATIC FEELING

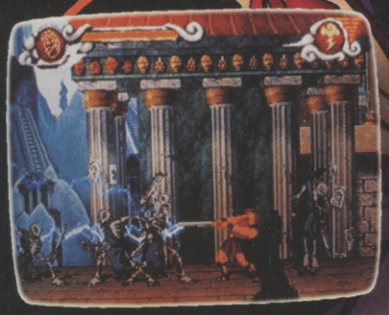
The 3D engine enables you to have complete control over the view of the game. Everything in the game is a 3D model, so rotating and zooming around is 'meat and drink', especially under the influence of 3Dfx PC's.

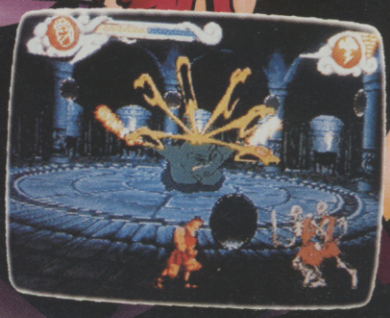
The guy throwing lightening is called a Fetch. Getting close is the only way to kill them quickly.

MAGICAL MYTHERIES

With a February release looming we'll have the full review next month. This could be a big title, so keep an eye out for it.

YOU CAN RUN BUT YOU CAN'T HYDRA





Disney's

ACTION GAME

FEATURING HERCULES

BECOME A TRUE HERO IN A BATTLE OF EPIC PROPORTIONS!

BATTLE AGAINST MYTHICAL MONSTERS AND DEFEAT THE EVIL HADES IN THIS NON-STOP ACTION GAME WITH TEN INCREDIBLE LEVELS OF GAMEPLAY ACROSS 3 WORLDS WITH HIDDEN AREAS, HERCULADE POWERUPS AND MAGICAL WEAPONS! DISNEY'S MOST SPECTACULAR CD-ROM GAME YET

NOW AVAILABLE ON PC CD-ROM AND PLAYSTATION FORMATS FOR £39.99!

www.disney.co.uk/disneyinteractive

Disney INTERACTIVE

©Disney

The Japanese are a little way behind us when it comes to golf. Apart from Jumbo Ozaki, well-known golfing faces from the Far East are pretty rare. But their enthusiasm for the sport never wanes, and the success of Everybody's Golf is a testament to that. Nothing like 'western' golf games that concentrate more on simulation, this one just sets out to be fun and easy to play. It certainly doesn't take long to get into, but the more demanding European market may not take to this in the same way as they did to the PGA series. Only time will tell.

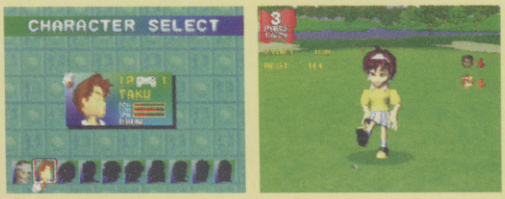
CAPTAIN HOOK

When it comes to hitting the ball, Everybody's Golf uses the same tried-and-tested control system as most other modern golf games. Press once to set the power meter moving. Press again to set the strength of the shot, then, as the meter comes back to the start, you need to press the shot button again when it reaches an accuracy mark to send the ball 'straight down the middle'. Miss the mark and your ball veers off to the left or right when you hit it. If you get a perfect shot of 100% power and spot on accuracy, a "Nice Shot" message appears and the vapour trail on the ball is orange instead of blue. Mmm, 'proper'.

A little whistle for luck... and 'Presto Bongo!' Full power and perfect accuracy. Lovely play.

LORD LUCAN OF GOLF

To begin with, you only have the choice or two playable characters, the male golfer Taku and the girl called Mary. But, as you can see from the screenshot below, there are a stack of silhouetted golfers for you to find. The way to do this is to enter the versus mode. You'll be pitted against one computer-controlled player in an 18 hole round. All you have to do is beat him or her over the round and you'll be able to take possession of their form next time around.



Shadow Company ran golf balls out of 'Nam.

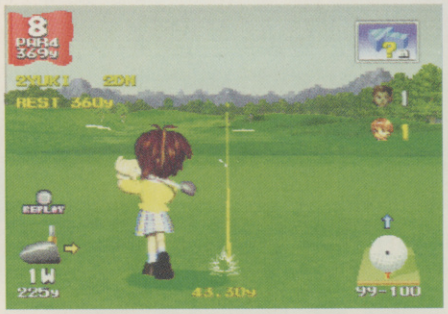
100% COMPLETE
PlayStation

RACING GAME | BY CAMELOT | OUT FEB | 1-4 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- RELEASED BY SONY TEL 0171 447 1600

People with melon heads grab some plus fours and awful jumpers, before heading out to the golf course. Fore!

EVERYBODY'S GOLF



GOLFING RPG STYLE!

We could be wrong (the text in our copy of the game wasn't all in English), but it looks like Everybody's Golf has an interesting new feature - the players appear to earn experience points as they play. If you enter a tournament, you'll see that the players at the top of the leaderboard have between 0 and 50 Exp points. The further down you go the less points you have. You earn these points with feats of golfing skill, like hitting birdies and chipping in from off the green, and the more points you get, the better golfer you become. Cool eh?

Taku's hit a birdie. Call the RSPB!

FORE GAWD'S SAKE!

Sony have almost completed the European version and we're expecting a review copy in time for next month's issue, when we'll really find if this is a game for Everybody...

'OXY' AND 'OXYCUTE 'EM' ARE TRADE MARKS

mprove your chances with
the opposite sex.
Start using protection.

The daily wash that helps prevent spots before they start.

Spots. Oxycute 'em

100% COMPLETE

PlayStation™

SNOWBOARDING | BY UEP SYSTEMS | FEB RELEASE | 1-2 PLAYERS

- PLAYSTATION PREDECESSOR AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

If the original *Cool Boarders* was Godzuki, then the sequel can only be Godzilla – thirty stories high, and breathing fire. Hey, we're not exaggerating.

COOL BOARDERS 2 Killing Session

There is a simple rule to hit games. It goes like this – if you're making a sequel, make sure it's much better than the original. Otherwise you'll fall flat on your face.

UEP Systems, the makers of the surprise hit *Cool Boarders* obviously realised this, for they've made one of the best sequels we've ever seen. Offering more features than you would have ever dreamt of, plus more besides. This really does look like being the king of snow boarding games. *Killing Session* will see you pulling switch method mans, stalefish melancholy cripplers and loads more that sound completely ludicrous. Let's get ready to go snowboarding!

DOUBLE WHAMMY

Fans of the original game will gawp at the size of the sequel. Even if all you got was the Free Ride section, this game would still be triple the size of the first. Free Ride is basically the original game, but with courses that are much bigger, and there are a lot more of them. Here you ride solo, but like the original you can save ghost data to race against. Win cups for best time, best tricks and best overall score to reveal lots of hidden extras.

I can see for miles & miles, and it looks really er... bendy!

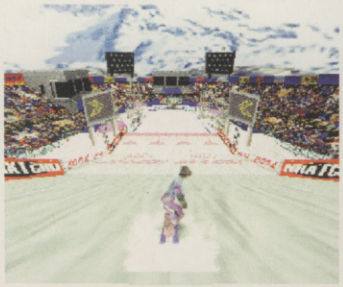
Scary things happen in the dark. Like this narrow course.

Lots of pipes up ahead, but best not stop to admire 'em.

Make a cool trick? How about staying upright for ten seconds!

BOARDING IN A WINTER WONDERLAND

Snowboarding Combined is the name given to the new championship event. Here eight boarders race down the slopes, in a bid to be the best. Taking place over nine courses, this isn't your conventional 3-2-1-Go! type of race. Before each slope is tackled you must compete in a jump contest, points scored here determine your start position in the race proper. As in a rally, players then start the race at intervals. You'll have to master jumping to get the snowboarding pole position.



Make a jump, trick and land it, to get a good position.

Long cool tunnels and other graphical delights will appear.

Try staying on this high narrow pipe to really show-off.

BETTER RUN HOME TO MOMMA NOW

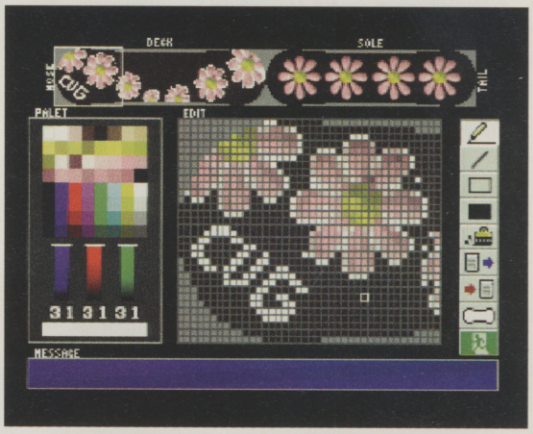
The main criticism aimed at the first game was the fact that you tackled each slope alone. The only way to really race was against your previous best times, and the ghost data of your best attempts. Well, Snowboarding Combined gives you seven more riders to compete against, but best of all is the new two-player mode. Now with the aid of a split-screen, you can race a friend over the Free Ride courses. You can only race one-on-one, and not against the other computer riders, but this is still a brilliant addition.

Beware of the narrow bridge, especially if you're both on it at the same time.

No more racing against previous best times. Show 'em who's the real boss!

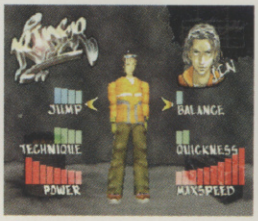
A PINK JACKET WITH THOSE SHORTS!?!

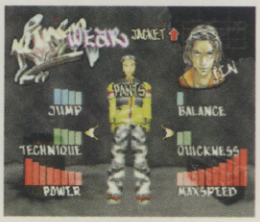
A minor difference from the original, but one that works well is the character select option. In the original game you had the choice of a male or female rider, and then you had to decide on what they wore on the slopes. For the sequel you must choose a character to play as. At the start of the game there's a choice of four – two male and two female. Again you can select their fashions, and what board they'll be riding. The difference however, is that each character has different abilities, some are faster than others, better at turning, able to perform better jumps or have greater balance. The trick is to select the character that is right for the style of course and game you are playing.



DO THE FUNKY PENGUIN

Another two new areas are available for you to play around with. The Board Park is a place to just kick back and enjoy. There are no clocks, no other competitors. Just you, your board and some obstacles. The idea here is to have fun, just jumping over barrels, performing rail slides and leaping over abandoned cars. The Masters mode is a more serious challenge where you must perform designated tricks on a massive never-ending slope. For each trick you successfully execute, ten seconds is added to an ever-decreasing clock. As soon as time runs out, it's game over.





The horrendously designed CVG team board. We'll bring you a better one next month, promise.

A massive course requires some huge tricks. To get an A grade here is tough.

FOR THE REAL PIPE SMOKERS

We've saved the best 'til last. For the trick freaks, there's only one place to play – the Half Pipe. Your rider enters a large bowl with steep banks on either side. Here you must perform as many tricks as possible on the lip of the pipe before time runs out, or before you reach the finish line. The number of moves you can perform is impressive. Tricks are put together with the use of the four shoulder buttons. Performing combos with these, it is possible to string long lists of moves together, which is essential if you want to get the really big points. The one thing to remember is to keep your momentum going while in the half pipe.

JOIN THE BOARDER PATROL

If you liked the look of the original, but felt it didn't have enough happening to warrant purchase, we advise you to keep an eye out for *Killing Session*. It's shaping up to be a brilliant sequel.

100% COMPLETE
SEGA SATURN™

SNOWBOARDING	BY JVC
FEB RELEASE	1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY JVC TEL 0171 240 3121

As well as being one-third of a terrible tongue twister, this could be the greatest snowboarding game yet.

STEEP SLOPE SLIDERS

Get out your baggiest waterproof clothes, and wax down your board, 'cos there's finally a snowboarding game coming out on the Saturn in the UK. This isn't something that's been quickly bashed out to make a fast buck either. A great deal of thought has been put into this game, to make it as realistic as possible. You can board relatively anywhere on the different slopes, pulling off all manner of tricks. Add an innovative control method and lots of cool secrets, and Steep Slope looks likely to be a real winner.

WHO MADE THE SNOW YELLOW?

While *Cool Boarders* may be a much faster and more frantic game, there's no denying *Steep Slope* has a style all its own. The engine used to drive the game is very impressive, using a similar approach to the one Travellers Tales used on *Sonic R*, where objects 'mist' into view, rather than just popping up. Another neat little trick is the way the lower sections of the courses are a lot dirtier. Here the snow is brown from 'overuse', and of course there's not as much virgin snow as at the mountain top.

Down below it gets pretty dirty, while on the top it remains pure white – the snow, that is.

Choose your favourite? Who'd want to play as that Dr. Octopus lookalike? Only Tom Guise would.

TREAD THE BOARDS

At the start of the game there are four available boarders to choose from. Each has a different style and attitude. The riders are a mixed bunch indeed, with young and old, male and female all represented. Smash a previous best time or get a high trick score and more boarders become available. And there's lots more secrets available after this lot that we're just not going to tell you about yet. The controls for *Steep Slope* are quite different for a game of this type. Moving the D-pad shifts your weight and changes direction, and you can pull off tighter turns by jamming down the shoulder buttons. This method allows you to come up with the kind of cool combos you need to pull off point-scoring tricks.

IT AIN'T DOWNHILL FROM HERE

The game features seven very different courses and locations to play around in. Four of the mountain slopes are collectively called the Extreme courses. Here the idea is to get down the course with either the fastest possible time or the highest trick score, or a combination of the two. There's also an Alpine stage which is like a downhill competitive event. Here you must successfully pass gates that are positioned along the course. For every gate you miss, a second is added to your time. Snow Board Park is where to go if you just like to perform tricks at a more laid-back pace. Finally, there's the Half Pipe, yet another cool area, where you can just drop in, get air and do cool tricks.

Snowboarding's cool, but how about jumping out of helicopters too?

SOILED SONY SHORTS

This game has quite a few fans in the office at the moment. The freedom it offers is closer to the real thing than *Cool Boarders*. We'll be giving you the full reviews of both next month.

FIGHTS BACK WHEN CORNERED

A LONG, DIFFICULT MEETING.

Then a 200-mile journey over treacherous mountain roads. Life can be stressful for a top international executive, but that's not your problem. You're a car thief working for the Mafia and you need to rip off his car for a crime mission.

Of course, stealing cars and shooting people creates innocent victims.

Anyway, if the highly-engineered saloon stolen from this advertisement is not your cup of tea, Grand Theft Auto offers you over 30 different vehicles to steal, each with its own handling characteristics, including sports cars, buses, garbage trucks and motorbikes.

In headrush-inducing top-down perspective you race through three different cities, each with its own massive and unique road system and local landmarks.

Your Mafia bosses will require you to commit numerous tasks along the way.

But for this much adrenaline, it's criminal not to.

BMG INTERACTIVE

PC CD ROM

PlayStation

© 1997 BMG Interactive © 1997 DMA Design Ltd. Distributed by BMG Interactive. Designed and developed by DMA Design Ltd.

TWELVE GAMES OF CHRISTMAS

er... actually there's only nine.

Buckaroo and Formula One? Twister and Tekken? Time Crisis and brussel sprouts?!! It can only be CVG's Plan X-mas – to trick your decrepit relatives into playing videogames...

Words: Alex Huhtala
Pictures: Mike Harding

Yay, it's Christmas finally. All the shops are closed, and you've done the traditional last minute dash to buy presents for relatives you only see once a year. All that's on TV is Noel Edmonds and some movies you've seen a hundred times already. What you really need is excitement. Something to get the adrenalin going. An excuse to get the family and friends onto the console for some madcap antics. The collective minds that bring you CVG have been in this situation many times before. We know the score, and more importantly know how to throw a good party. Forget Musical Chairs and Pin The Tail On The Donkey. Wake up your granny, and prepare for CVG's guide to the ultimate Party Games.

NO.1 DO YOU EAT YOUR GREENS?

TIME CRISIS – BRUSSELS SPROUT ROULETTE

This is an accuracy test, with a rather nasty forfeit for those that don't make the grade. Depending on your aptitude there are three difficulty levels – easy, good and hardcore. Easy is for those that never play games, while hardcore is for the sort of people that eat,drink and sleep games.

The game is played in any mode. With each player shooting as best as they can until the end of the first stage, and the accuracy percentage is given. If a player does not reach the specified percentage, then they will have to perform the forfeit, and eat a raw Brussel sprout!

Easy – get over 20% accuracy
Good – get over 40% accuracy
Hardcore – get over 70% accuracy

These percentages should be adjusted to accommodate the people who are playing – you don't want to have to eat the sprout on every round or you'll puke.

FORMULA 1'97 BUCKAROO!

NO.2 GENTLEMEN START YOUR DONKEY!

You know those people that sway around, and start getting dangerous with their elbows when they play a racing game? Well this event is for them. Players take it in turns to drive a car and see how long they can survive. This game involves some real audience participation, because it's up to everyone else to put the driver off. Ideally feathers, or feather dusters should be used to tickle the driver. Once they're in a really agitated state, the game begins proper.

Two coat hangers are attached to the driver's elbows. Each player then takes it in turn to hang folded strips of paper on the coat hangers. Players who aren't hanging their strip of paper must carry on tickling the driver. Should the driver 'buck' and the paper strips be scattered, then the player who attached their strip last, loses. The driver must then pause the game, and a note made of how long they survived. The loser must then perform a preselected forfeit. Each player gets a turn as the driver. With the overall winner being the driver that survived the longest.

To put a further spin on the game. You must race around the chosen circuit in reverse. Hold down to get the rear view, then turn the car around, and race the circuit in the correct direction.

DIDDY KONG PYCAT RACING

NO.3 RORY BREMNER'S NOT INVITED

At the character select screen make a mental note of your characters catch phrase. For example Diddy Kong goes 'I'm Diddy ooh-aah' and Banjo says 'I'm Banjo uhh-huh'. Now have a race. Whoever is leading must say their catch phrase, and perform their characters sounds. If they stay in first place for more than ten seconds, they must continuously repeat the catch phrase. As soon as another player takes the lead they must perform their catch phrase, and so on. For extra hilarity players should dress up as their chosen character.

This may not sound like a great way of playing, but after a few tizers and sherbets it can get really funny.

Steve's unfair advantage (he did the review of Diddy last month) annoys the rest of the party.

It takes some super-human teamwork to make the boy Key eat the whole bag of sprouts.

NO.4 OOH IS THAT THE HANDBRAKE?

VISUALLY IMPAIRED V-RALLY

XMAS CHAMPIONSHIP RALLY

Here's how to have a four-player game on *V Rally*. A pair of players team up with one elected driver, the other navigator. The driver must be blind-folded, and the navigator must successfully direct their partner around the track, by shouting out when to turn and brake, etc. Race a championship, with the driver and navigator swapping places after each race. This is a great way to get extra amusement out of any racing game.

NO.5 TURN ON HALF A SIXPENCE

INTERNATIONAL SUPERSTAR SOCCER 64 1/3

Instead of holding the pad the normal way up, turn it so the prongs are facing away, making the direction controls completely opposite. Now have a tournament. Of course this can be done with any football game, but why have cotton, when you can have silk?

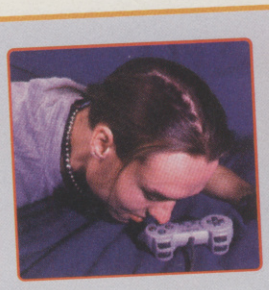
TRACK & FIELD

THREE-LEGGED

NO.6 WHO WILL BE THE NEW ROLF HARRIS?

Everyone knows this is a brilliant multi-player experience, but we know a way to make the game even more fun. Play the game as you would normally, only with the addition of some new rules. First-off you are not allowed to use your fingers, hands or arms to press the buttons on the pad. However, any other part of the body is allowed. Toes are recommended, but for the more ambitious try using your nose for a real challenge.

If you find yourself in a situation where there are more than four people who want to play the game at a time, we recommend what we like to call a three-legged race. Here players team up, with a maximum number of four teams of two. The teams then operate their pad together, each pressing a single button. If you're feeling particularly cruel you can join together the index fingers of both players with an elastic band, or piece of string.



The nose, elbow and smelly foot are all legitimate control methods here. Piercing may improve performance.

NO.7 EVERYBODY (BACKDOOR'S BACK)

actua SHOCKER 2

Liven up football games by switching the formation of your teams completely. Play Goalies in attack, defenders in midfield, midfield and forwards in defence, and your star striker in goal. It may sound dumb, but it can make some games a lot more exciting.

NO.8 IT'S PARAPPA WITHOUT THE MUSIC.

Tekken Twister

We've called this game *Tekken* Twister, but it works with any fighting game. So we've chosen to play the awesome *Fighters Megamix* using the same rules instead. You'll need two teams of three to partake in the ultimate battle mode. Start a normal battle mode with each team selecting their characters. Now the real fun begins. Each team of three has control of one pad, with each player controlling buttons A, B and C respectively. Player A also controls the D-pad. While whoever is using C, can also operate the shoulder button. When battles commence, each team must shout out combos and commands to give them a chance of winning. Alternatively, teams just bashing the buttons should produce some bizarre results.

GOLDENEYE
BATTLE OF THE BONDS

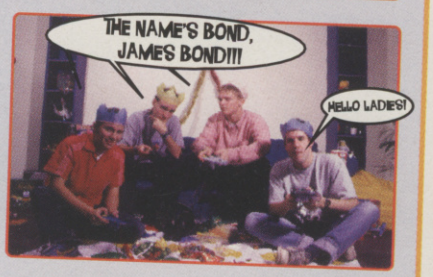
NO.9 'THE GAME'S BOND!' 'AND I'M BOND!' 'ME TOO!'

You need four people to assume the role of the different James Bonds, then battle it out in a multiplayer game.

First of all you'll need four straws of varying length to decide who is which Bond. Argue amongst yourselves to decide who was the best Bond, down to worst. You'll probably find yourself eliminating George Lazenby or Timothy Dalton out of the game, as we can only accommodate four Bonds. The current running order of Bonds here at CVG are (in reverse order); Timothy Dalton, George Lazenby, Roger Moore, Pierce Brosnan and Sean Connery. The short straw gets to play as the elected weakest Bond and so on.

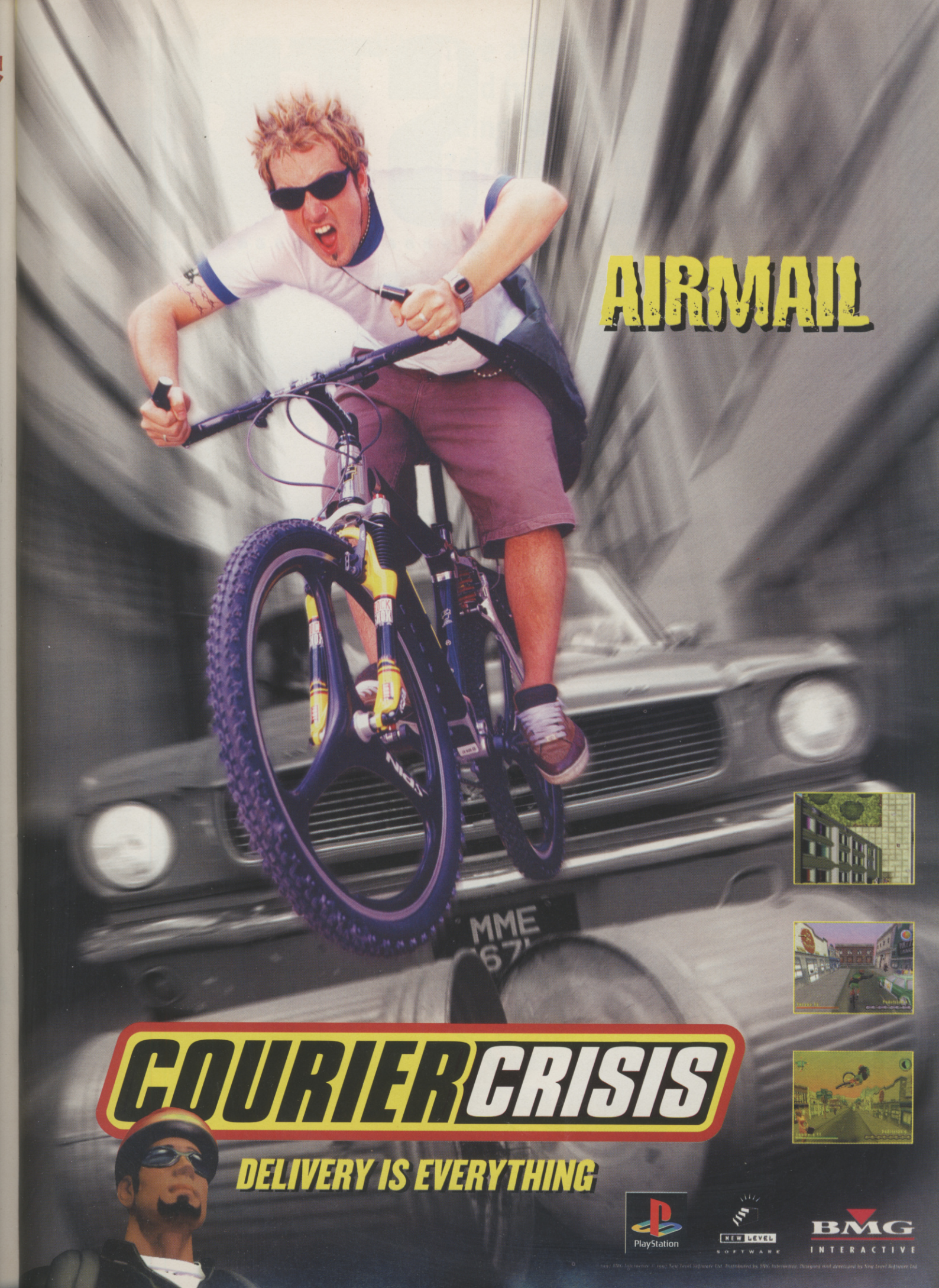
When the game begins you must remember these simple rules - each Bond can only use specified weapons, which are as follows. The worst has to use the Hand Chop, third can only use the Walther PPK, the second best is allowed the Silenced Machine Gun and the best Bond has the power of the Moonraker Laser. Play until there's only one Bond left standing.

If the Bond with the Moonraker Laser defeats everyone,everything went against our plan. If a lesser Bond defeats a higher Bond, the higher Bond must perform a forfeit. To add extra excitement players must perform impressions of their selected Bond, adding a quip when killing another player is extra stylish. At the end of each game the straws are drawn again, so everyone gets to be the different Bonds.



THE GAME IS NEVER OVER

Those are our favourite games to play at the moment, but we know there are loads more out there just waiting to be invented. Instead of retiring your old games to the bottom of your 'played that a million times' pile, try thinking up new ways to play them. You may be surprised to discover a completely new game. Of course these games aren't restricted to the originals that we've selected here. Try playing *Sega Rally* Buckaroo for instance, or a *Quake* Battle of the Bonds. The choice is yours. If anyone thinks they've come up with an original way to play a chosen game, please send us in your suggestion. if we like it enough, we might just put it to the test.


AIRMAIL
COURIER CRISIS
DELIVERY IS EVERYTHING
PlayStation
NEW LEVEL SOFTWARE
BMG INTERACTIVE

FREE STUFF

WORTH £129

SONY PLAYSTATION

If you don't have a PlayStation, you're going to miss out on some of the hottest games of the year, *Final Fantasy VII* being one of them. You don't need to shell out over £100 to get one – just answer this question: **WHAT DOES THE SONG SAY TO DECK THE HALLS WITH?**

WORTH £29

FIVE ERAZER LIGHT GUNS

The Erazer is certainly one of the coolest looking light guns around, and it's even got a rapid recoil feature! It's compatible with both Saturn and PlayStation games, so if you want one, just answer this question: **WHAT KIND OF ANIMALS PULL SANTA'S SLEIGH?**

WORTH £24

PC POWERPAD PRO

The Powerpad Pro has everything you could need in a PC controller – an analogue stick, a D-pad, a throttle control and loads of buttons. To win one for nothing, answer this question: **WHICH OF SANTA'S REINDEER HAS A BRIGHT RED NOSE?**

WORTH £99

NINTENDO 64

Currently the most powerful games console available, the Nintendo 64 has some fantastic games that you can't afford to miss out on. To win yourself the machine just answer this question: **WHAT TYPE OF BIRD WAS IN A PEAR TREE?**

Why have a Merry Christmas when you could have a gun-toting, cliff-top racing, bitch-fighting Christmas? How? By winning hundreds of pounds of games gear right here!

TOP GEAR WHEEL

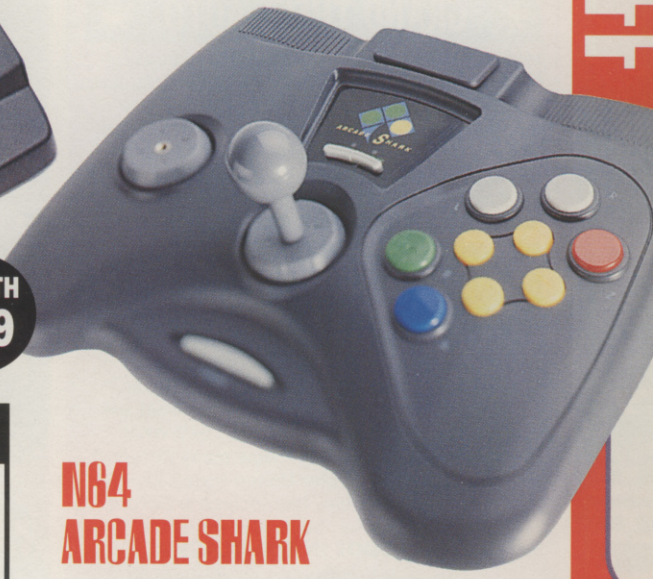
WORTH £69

We gave the excellent Logic 3 Top Gear steering wheel a score of five-out-of-five in last issue's Buyers Guide. If you want to get one for free (and remember, it works on the Saturn, PlayStation or Nintendo 64) just answer this question: **HOW MANY LORDS WERE A-LEAPING?**

SEGA SATURN

If you want some of the greatest arcade games ever, in your own home, you need a Saturn. Simple as that. To win yourself one for nothing, simply answer this question: **WHAT WAS SEGA'S SPECIAL FREE CHRISTMAS GAME THAT WAS AVAILABLE LAST YEAR?**

WORTH £99



WORTH £49

HOW TO ENTER

To stand a chance of winning any of the goodies here, follow these simple instructions.
Put the name of the prize you're going for, plus the answer to the question on a postcard or sealed envelope. Feel free to go for each and every item here, and you can stick all your entries on the same postcard. Just go for it, win the lot! We'll be picking the winners out of a very big hat on **Friday 9th January 1998**, so make sure you've got your entries in well before then.

Send all entries to:

FREE STUFF 194, CVG, 37-39 Millharbour, The Isle Of Dogs, London, E14 9TZ

N64 ARCADE SHARK

The Nintendo 64 Arcade Shark is a big chunky stick which works with both analogue and digital Nintendo 64 games. To win one you just have to answer this question: **WHO DOES A TELEVISED SPEECH EVERY CHRISTMAS DAY?**

CHECKPOINT

The month's events and software releases at a glance. **Christmas**

This is where you can find out when the games you want for Christmas are due, and win yourself a free one. Put those in red on your Christmas list now!

Finally, after months and months of build-up, Christmas is here. Some of the biggest games of the year have been released, and the buying frenzy has begun (for organised people, at least). But it doesn't all stop as soon as Christmas is over, oh no. *Panzer Dragoon Saga*; *Sim City 3000*; *Beast*; *Flight Unlimited 2*; *Banjo Kazooie*, and other big games will be on the shelves in January for you to spend your cash on. Have a nice holiday. Make the most of it – you'll be back to school/work within a few weeks! Ha ha!

THE CHRISTMAS PERIOD

Starts 25th December

The time of year where everyone stops working, or going to school, so they can play video games and eat lots of food. It's one of the best times for the games industry, as everyone gets their biggest releases out for the holidays. We recommend waking up on the 25th, watching Noel's Christmas Presents, eating a bag of chocolate coins, then settling down to play *Tomb Raider 2*, *Diddy Kong Racing*, *Quake 2* or *Duke Nukem 3D* all day. Merry Christmas, one and all!

WIN! WIN! WIN!

Competitions are judged very soon after the magazine is on sale. Make sure you enter as quickly as possible to have a chance of winning!

PANZER DRAGOON SAGA

One of the coolest features of *Panzer Dragoon Saga* is being able to breed your dragon to be exactly as you want. You can then take your creation out into battle with you. To win a copy of the game on Saturn, we simply (and rather obviously) want you to design the ultimate dragon ride. Show us what it can do and our favourite will win the game. Mark your entries:
PUFF THE MAGIC DRAGOON

GRAND THEFT AUTO

In *Grand Theft Auto* your challenge is to become the most successful gangster in the whole city. As you know, to be a really frightening gangster you need a cool name that everyone is terrified of. Let us know what you'd call yourself if you were top dog of your home town. The best name wins a copy of *GTA* for the PlayStation. Mark your entries:
MAKE ME WIN OR I'LL CUT YA!

SENSIBLE WORLD OF SOCCER 2000

To win a copy of *Sensible World Of Soccer 2000* on the PC we want you to tell us what football will be like in the year 3000. What will have changed? What will the rules be? What will the stadiums look like? How many different away kits will Manchester United have? Explain it as briefly as possible, and include a picture to make it clear to us. Mark your entries:
WHO'S THE ROBOT IN THE BLACK?

Send entries as soon as possible to:

**CHECKPOINT #193 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ**

KEY: Red Ask Santa for these games! Blue Tell Santa to burn these!

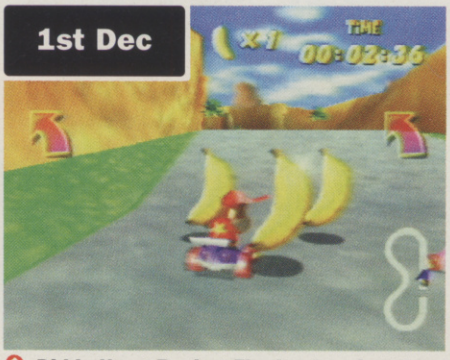
GAME NAME	COMPANY	FORMAT
1st December	•	•
Diddy Kong Racing	Nintendo	Nintendo 64
5th December	•	•
Power Soccer 2	Psygnosis	PlayStation
Buggy	Gremlin	PlayStation
Cardynal Syn	Sony	PlayStation
Crash Bandicoot 2	Sony	PlayStation
EA Cricket 97: Ashes Tour Edition	EA	PC CD-ROM
FIFA Soccer Manager 1.1	EA	PC CD-ROM
Hedz	Hasbro Interactive	PC CD-ROM
Manx TT	Psygnosis	PC CD-ROM (MMX, 3Dfx)
Premier Manager 98	Gremlin	PlayStation
Queen The Eye	EA	PC CD-ROM
Quake 2	Activision	PC CD-ROM
Riven: Myst 2	Acclaim	PlayStation
Sensible World Of Soccer 2000	GT Interactive	PC CD-ROM
WCW Nitro	THQ	PlayStation
Wing Commander Prophesy	EA	PC CD-ROM
12th December	•	•
Beastorizor	Sony	PlayStation
F-22 ADF	Ocean	PC CD-ROM
Jersey Devil	Ocean	PlayStation
Madden N64	EA	Nintendo 64
Match Day 3	Ocean	PlayStation
Mischief Makers	Nintendo	Nintendo 64
Red Baron 2	CUC Software	PC CD-ROM
Robotron 64	GT Interactive	Nintendo 64
Sierra Pro Pilot	CUC Software	PC CD-ROM
Spice World	SCEE	PlayStation
StarCraft	CUC Software	PC CD-ROM
Steel Reign	Sony	PlayStation
Supersonic Racers IIXS	Mindscape	PlayStation
Test Drive 4	EA	PC CD-ROM
Theme Hospital & Sim City 2000	EA	PC CD-ROM
19th December	•	•
Croc	EA	PC CD-ROM
Screamer 2	Virgin	PlayStation
26th December	•	•
Road To The World Cup: FIFA 98	EA	Nintendo 64
December (No set release)	•	•
MIG Alley	Empire Interactive	PC CD-ROM
Tomb Raider 2: Mission Disk	Eidos	PC CD-ROM
Warhammer 2: Dark Omen	Mindscape	PC CD-ROM
War Of The Worlds	GT Interactive	PC CD-ROM

GAME NAME	COMPANY	FORMAT
9th January	•	•
F1 Powerboats	Interplay	PC CD-ROM
San Francisco Rush	GT Interactive	PlayStation, Nintendo 64
Shadow Master	Psygnosis	PC CD-ROM
16th January	•	•
Actua Ice Hockey	Gremlin	PlayStation
Batman & Robin	Acclaim	PlayStation
Blasto	Sony	PlayStation
Beast	Virgin	PlayStation
Broken Helix	Konami	PlayStation
Conker's Quest	Nintendo	Nintendo 64
Conquest Earth	Eidos	PlayStation
Constructor	Acclaim	PlayStation
Fighter Squadron: Screamin Demon	Activision	PC CD-ROM
Forsaken	Acclaim	PlayStation, Nintendo 64
Myth – The Fallen Lords	Eidos	PC CD-ROM
Ridge Racer Revolution: Platinum	Namco	PlayStation
Ultimate Soccer Manager 98	CUC Software	Win 95 CD
23rd January	•	•
Flight Unlimited 2	Eidos	PC CD-ROM
Gex 2	BMG	PlayStation
Nightmare Creatures	Activision	PlayStation
Theme Hospital	EA	PlayStation
UEFA Soccer	Ocean	PlayStation
Viper	Ocean	PlayStation
WCW Vs NWO	THQ	Nintendo 64
30th January	•	•
Apocalypse	Activision	PlayStation
Banjo Kazooie	Nintendo	Nintendo 64
NHL: Open Ice	GT Interactive	Nintendo 64
Rascal	Psygnosis	PlayStation
Road Rash: New Generation	EA	PlayStation
January (No set release)	•	•
CART Precision Racing	Microsoft	PC CD-ROM
Championship Manager All Stars	Eidos	PC CD-ROM
Command & Conquer Sole Survivor	Virgin	PC CD-ROM
Sim City 3000	EA	PC CD-ROM
Star Trek Pinball	Interplay	PC CD-ROM
X-Files – Unrestricted Access	EA	PC CD-ROM

5th Dec

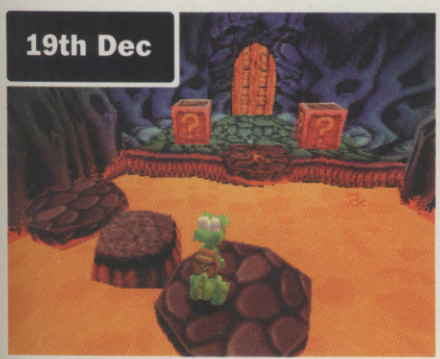
***Quake 2*: The sequel to one of the best games of all-time. There's no doubt that this is going to be one of the biggest sellers this Christmas. Don't miss out on it!**

1st Dec



***Diddy Kong Racing*: The best racing game on the Nintendo 64! This should already be out by now, so if you haven't already got it – get down that shop right now!**

19th Dec



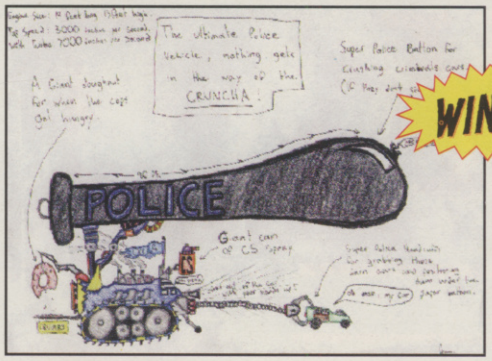
***Croc*: Now PC owners get to find out what *Super Mario 64* is like. Except it's quite a lot better than *Croc*.**

16th Jan

***Myth*: It's packed with loads of blood and guts, and plays very well too. This could turn out to be a ver y tasty strategy game!**

HO HO HO!

Early Christmas presents for the winners of Checkpoint 192's competitions.



G-POLICE

We wanted you to design the best police vehicle ever – the ultimate criminal-catching machine. The winner of *G-Police* for the PlayStation is **Nicolas Gunn from Bath** for inventing The Cruncha! It's armed with a 90ft long truncheon, CS spray, super police handcuffs and a giant doughnut on the back.

DUKE NUKEM 3D

We asked you to invent a new catchphrase for Duke to mumble when playing the game. Our favourite ones were by **Gilbert Taylor**, who didn't include his address. We'll let it go just this once – tell us what you want Gilbert. His best phrases were "Die mother bitches" and "I gonna rip off your head, shove it up your ass, and pump your neck full of lead". Great.

HEXEN 2

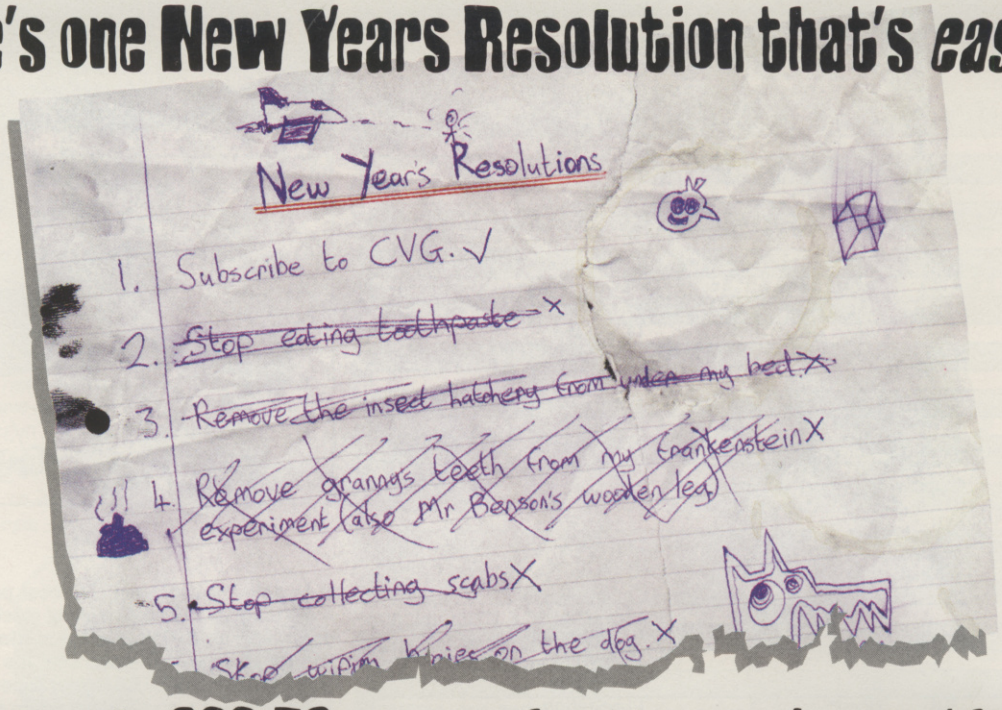
To win the fantastic *Hexen 2* on PC you had to design a spell that a member of the CVG team could do on the others. In the end we decided that the winner was this one from **Christopher Resse from Ormskirk**. It shows Jaime Smith's amazing magic which makes everyone 70 years older!

THE TWO KINGS

At Christmas time, spare a thought for those less fortunate than yourself. Like Doug and Darren from HMV, the poor men who supply us with this release schedule (HMV and CVG aren't responsible if a game doesn't meet its release date – bug the games companies instead) and spend years of their lives being hassled about competition prizes. Thank you. Merry Christmas.

HMV

There's one New Years Resolution that's *easy* to keep



For only £22.50 you can have a year's worth of CVG delivered to your door before it's in the shops. That's 12 issues for the price of 9!

computer and video games

Subscribe Now!

12 issues for the price of 9

12 ISSUES FOR THE PRICE OF 9!

SUBSCRIPTIONS

SUBSCRIPTION ORDER FORM

Simply fill in this coupon and return with payment to CVG Magazine Subscriptions, Lathkill Street, Market Harborough, Leicester LE87 4PA or telephone...

Credit Card Hotline. 01858 435 350

Lines are open from 8.30am to 9pm Monday to Friday and 10am to 4pm Saturday and Sunday. Please quote source and offer codes.

UK 12 months £22.50 Air Europe £37.50 World Air £57.50

I wish to subscribe to CVG Magazine for one year. I enclose a cheque/postal order made payable to Emap Images Ltd for

£

Please debit my Access/Visa/Mastercard

Expiry date:

Signature:

Date:

Source Code IB1e

Offer Code BIJ

Offer ends January 31st 1998

NAME

ADDRESS

POSTCODE

TELEPHONE

DATE OF BIRTH

SIGNED

(Parents or guardian's signature if under 18 years)

If you would prefer not to receive further offers/information from Emap Images please tick box ☐

All subscriptions will be processed as quickly as possible. Please allow 28 days for order to be processed after which you will receive the first available issue.

NEXT MONTH

HOUSE OF THE DEAD IS COMING TO SATURN!

- TEKKEN 3 ON PLAYSTATION
- ZELDA 64
- PARAPPA THE RAPPER 2
- CASTLEVANIA 3D
- METAL GEAR SOLID
- BURNING RANGERS
- SHINING FORCE 3
- RESIDENT EVIL 2
- PANZER DRAGOON RPG
- FORSAKEN
- VAMPIRE SAVIOUR ON SATURN
- RASCAL
- COMPLETED QUAKE 2
- YOSHI'S ISLAND 64
- DAIKATANA
- SENSIBLE SOCCER 2000
- RESIDENT EVIL 2
- NAGANO WINTER OLYMPICS ON PLAYSTATION
- COOL BOARDERS 2
- DAM DAM STOMPLAND

ALL THIS IN OUR MASSIVE PREVIEW OF 1998 (OR MAYBE NOT)

ISSUE No. 195 OUT ON JANUARY 14TH

BACK ISSUES!

Tekken 3 moves for time release characters, plus all the 10-hit combos! Complete E3 show report! First pics of Neo Geo 64 and Konami Cobra games. *Time Crisis, Goldeneye, Ace Combat 2, Sonic Jam.*

Final Fantasy VII: world exclusive interview with developers Square Soft. Plus monster coverage of Capcom's *Marvel Super Heroes* and *Street Fighter EX PLus Alpha.* Plus cool *Top Skater* cheats.

The world's first look at the Spice Girls PlayStation game! *Street Fighter EX* guide, *Marvel Super Heroes* hidden fighters, *Tomb Raider 2* feature, *Mortal Kombat 4* revealed, *Final Fantasy VII* reviewed.

Free Virtual Pets book! Exclusive Louise interview, plus 24-page essential Christmas Buyers Guide! *Marvel Super Heroes* play guide, JAMMA Arcade Show report, and masses of Christmas reviews!

What do you really want this Xmas?

01 858 435350

You want some back issues of CVG of course! Get 1997 in print!

EARLIER ISSUES ALSO AVAILABLE!

RESERVATION

Greetings wise newsagent, I bring you tidings of comfort and joy. Allow this New Year to prosper, by reserving me the magazine known as Computer and Video Games. For these services I offer a worthy bounty. Thank you.

NAME .....

ADDRESS .....

.....

SIGNED .....

DATE .....

computer and video games

PlayStation

HYPER OLYMPICS | BY KONAMI | JAN RELEASE | 1-4 PLAYERS

- PRICE £49.99
- PLAYSTATION PREDECESSOR AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 64 MEG CART
- RELEASED BY KONAMI TEL 01895 853000

With Jack Frost finally nipping at your nose, the last thing you'll want is a game that makes you feel even colder. However, this is the successor to *Track & Field*. We don't mind wrapping up warm for this one!

NAMCO WINTER OLYMPICS '98

Having won back all our hearts with the brilliant *Track & Field* on the PlayStation, Konami have been pretty busy of late. This year has seen them release updates to *International Superstar Soccer*, and the latest instalment in the *Castlevania* series, but next year sees them all guns blazing. *Goeman* and *Metal Gear Solid* are going to be two of the biggest games of 98, but before these two comes another biggie – the sequel to *Track & Field*. Now with added snow and ice, and an official licence to make everything seem even more realistic. Strap some planks to your feet, and prepare to become number one in the world.

I FEEL A FREEZE COMING

This console reproduction of the Winter Olympics is made up of twelve different events with one thing in common – there's a lot of white on screen! To get you better acquainted with what to expect, we'll look at each event over the following pages. We don't want this to sound like an instruction manual, but because all of the events have their own unusual control methods we'll be filling you in on those too.

NO JOKES ABOUT MUESLI

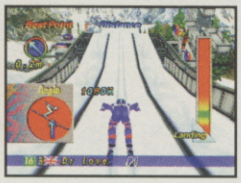
There are two events under the Alpine Skiing banner. These are the downhill and Giant Slalom. In both you have to ski down a course of flags as fast as you can. Miss one flag and you're disqualified. The Giant Slalom actually has the shorter course. The Slalom is a tougher challenge, as you need to negotiate tighter turns and more of the alternating coloured gates. To control your skier you just have to steer and use button A to apply your ski edges. This results in a loss of speed, but a much tighter turn. While Downhill sees you make one attempt at greatness, Slalom requires two, with your score being calculated from both runs.

THE NINTENDO TWIST

Nagano sees the debut of the Hyper Sports formula on the Nintendo 64. However, instead of using the traditional button-bashing control method to increase your athlete's performance, Konami decided that a simulation and simplification of events and joypad techniques was more appropriate to simulate sports which are more dependent on grace and style than sheer power. Another difference is that you can't play all of the events as a competition. Instead only seven of the twelve available make up the full-on tournament.

FLY, EDDIE, FLY!!

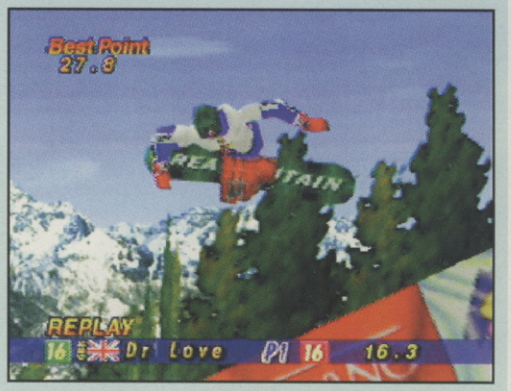
There are two classes in the dreaded Ski Jump event, with the K120 being the big cheese. K90 is the easier of the two, mainly because the jump is shorter and there is less wind to fight against. The way it works is, you ski down the curved slope, building up as much speed as possible before the take-off. Once you're in the air you need to maintain your balance and a good posture, then control your landing. It sounds easy, and after a few hours' practice you'll find that it is. Until then you'll be pulling your hair out in frustration! To command your jumper you have to hold the control stick down before the jump, then press A to send him on his way. When he gets to the edge of the ramp you have to quickly snap the stick up, then back down again. Once you're airborne, wrestle with the stick to your skier balanced in the windy gusts, then when the altimeter bar on the right side of the screen reaches green, you have to press button A to land. It's a lot to get to grips with at first, and also a little difficult to get your hands in a comfortable position around the pad.



The courses are apparantly just like the real thing. Except here they are covered in toffee!

SLOW RIDE, TAKE IT EASY

The first Snowboarding event is another Giant Slalom. Unlike Alpine Skiing though, Snowboarding is a little more laid back. Your run down the hill is slower, and the gates are easier to pass. The triangular flags that indicate the gates here must be passed in order, red gates on the left, blue gates on the right. The gates are pretty much placed in a straight line that goes all the way down the course. The controls are the same as the skiing sections, with A again used to perform sharper turns.

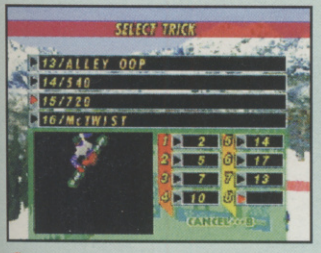


I WANT MUSTARD ON THAT

In reality, Hotdog Aerials is not an event for the weak-hearted. Contestants ski down a very steep slope, straight into a jump and perform tricks before landing safely again. Once they've done that and escaped with their lives, they've got to do it again, for this is another event where scores are determined from two attempts. Judges look for manoeuvre selection, form and landing. Like the Half-Pipe event, before each go you must select the tricks you plan to perform from a selection of eight. Once you've done that you have to press the A button frantically to build up enough speed to perform the trick, then after completing the manoeuvre, a well-timed press of the B button saves you the embarrassment of landing on your arse.

ALLEY-OOPS UPSIDE YOUR HEAD

Another Snowboarding event but this one's got tricks. Each contestant must perform eight preselected manoeuvres before the panel of judges. There are over twenty different tricks that you can select, so for max points you should include a wide variety of different skills in your 'act', alternating between turns, twists and huge air. Each move is performed by executing a combo of button presses and control stick commands. The more skilful the trick, the more complex the combo, but the computer steers you through the half-pipe so you can concentrate on pulling off the moves. The judges' scores are based on standard techniques, rotation, amplitude, landing precision and execution. Which is just like the real thing.

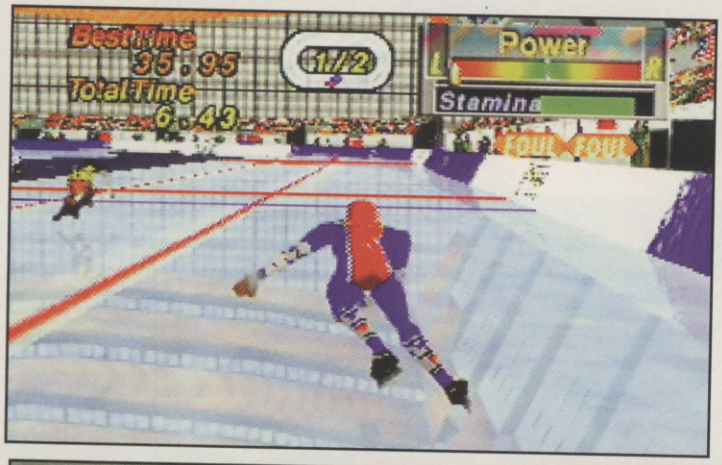


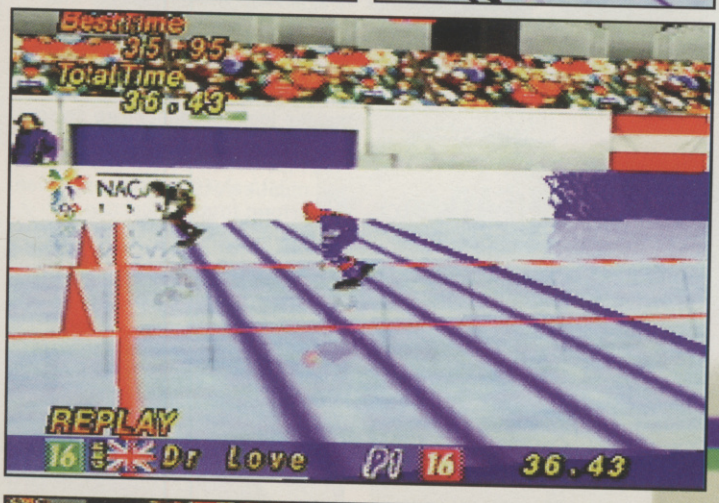
Select your tricks from this handy options screen.

Ahh, the Neck-Twisted-Spine-Torn-And-Legs-Broken, with Pike. Concussion to follow. It always does the trick with the judges.

PUT SOME PROPER SHOES ON

If you're thinking 'this isn't like *Track & Field*', then you're right. However the next event has more in common with the original. Welcome to Speed Skating, home of button-bashing – or rather 'button-stroking'. There are two different races – a 500 metre sprint and a 1500 metre endurance race. Both use similar controls. A power bar that sits in the top corner of the screen swings left and right and to build up and maintain your speed on the ice you have to press the left and right shoulder buttons in time with the bar's swings. Keeping your presses in sync witht the bar makes your skater go faster, while missing a beat slows him down. In the 1500 metre race you also need to keep an eye on a stamina bar, and if it reaches zero, pray you're near the finish line 'cos Mr Skaters legs will simply refuse to work.





If they had spikes on the bottoms of the shoes, instead of blades they might not move as fast, but they'd have a cool new sport called Rink Ruining. Where do we sign up?

No wonder they go down on a tray. It must be to collect the contents of their trousers once they reach the finish line.

If Mr Luge Guy has big feet or gets too excited, he may have problems seeing where he's going. Hope he hasn't got an itch!

OI! SORE ARSE

A contender for one of the most dangerous sports ever invented, the Luge sees you hurtling down the bob sleigh run on little more than a dustbin lid. The event starts with a quick bash of the shoulder buttons to build up speed. In reality this is the part where the Luge rider is clawing his way to the first bend, with some specially spiked gloves. Once you're on that course you must steer your way safely to the bottom. To go faster you'll need to steer higher on the banked sections, but then you run the risk of flipping over and being disqualified.

WHO'S THIS BOB GEEZER?

Just like the Luge except here, the four riders have the knowledge that they're hurtling down the course in a fibreglass torpedo. The four man team means this event starts off faster than the Luge, but turning can be a bit more sluggish. The sprint at the start is controlled with repeated pressing of the A button, followed by four presses of the B button, which command each team member to get into the bob sleigh. Once they're safely in you have to steer them safely through the twisty course. Take care controlling the bob on the corners or it's Wipeout Time.

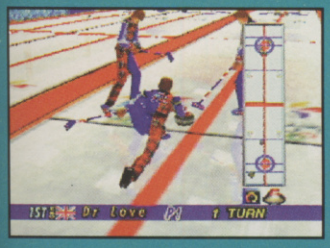
Look at that guys rubber band legs at the back. He must be Stretch Armstrong's cousin.

TIGHT, WAVY OR A KEEGAN PROTO-MULLET?

Last month we told you this was the potential joker in the pack. This month we can confirm how awesome it is. Curling, along with bowls which it resembles, may be one of the most boring sports in existence to actually watch, However, playing it is a different matter. Teams compete against each other in a knock-out elimination contest played on an ice rink with a large target painted at one end. The idea is to 'curl' stones towards the target, with the winner being the team that gets their stone closest to the centre of the target. The game is played over four separate rounds, in which four stones are curled by each team.

One team member throws the stones while two more hang around looking kind of dumb, then start polishing the ice like mad with brushes to spin the stone and make it go faster. The controls are simple, but Curling is more reliant on skill and tactics than the other events. The control stick is used to aim and select power for the throw. The B button selects left or right spin and the A button sets the stone in motion. To get the guys with the brushes to start polishing the ice you have to press A repeatedly. No kidding, this is the best event in the whole game, and a lot of fun to play. Curling is the sport of the future.

It's not much of a view unless you're sitting in the front. Next time bring a book.



CVG OPINION

Have you ever thought, 'I'd really like a glass of milk', then poured it out, taken a huge gulp and gone, 'EUURRGGHH!' because it had gone sour? Good, because you'll understand how I felt after playing this game. There I was, looking forward to a fine winter sports game in the *Track & Field* style, but I came away with an unpleasant taste in my mouth. The problem is that this game isn't quite sure what it wants to be, and a lot of this confusion is down to the control methods used for each event. While one event may have some button-bashing, the next requires a different approach. There doesn't seem to be much consistency, and what was wrong with button-bashing in the first place? Of the events themselves, half of them are too dull and similar to each other. Where's figure skating and the biathlon? Historically, that's always been the case with simulations of winter sports, there isn't a great variety of events – and unless they're done in a pure arcade, or simulation form they're all very samey and boring. If the numerous skiing events had the pace and style of Namco's *Alpine Racer* coin-op, Konami would have had something to shout about. Instead, what we have here is a game that only the Ski Sunday groupies will enjoy.

ALEX HUHTALA

A TALE OF TWO CONSOLES

As we mentioned last issue, Konami have another version of *Nagano* up their sleeves. The PlayStation edition includes the same events and we'll be reviewing it next issue. It promises to have more in common with *Track & Field* on the PlayStation than the N64 game, which means button-bashing will feature more strongly too. Which will be the better of the two? You'll just have to turn up next month to find out.

RATING

Would have been better called '*Curling Featuring the Nagano Winter Olympics*'. A disappointing winter sports sim and a huge waste of potential.

PC CD ROM | ONLINE RPG | BY ORIGIN | OUT NOW | INFINITE PLAYERS

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY ELECTRONIC ARTS TEL 01753 549442

Bored of living on Earth? If you've ever wanted to get away from it all and start again, here's your chance. A new life awaits.

ULTIMA ONLINE

Imagine a game with almost no limits. Where you can do what you want, whenever you want. You can meet friends then have a beer and a game of chess with them. Or you can join a gang of warriors and hunt down dragons. You can be a feared criminal or you can be a respected healer. You can build yourself a house and you can write a book. You can buy a ship and search for new lands. You are free to do what you want, interacting with thousands of other real players from around the world. And then... you get cut off and the game freezes up. Welcome to the land of *Ultima Online*.

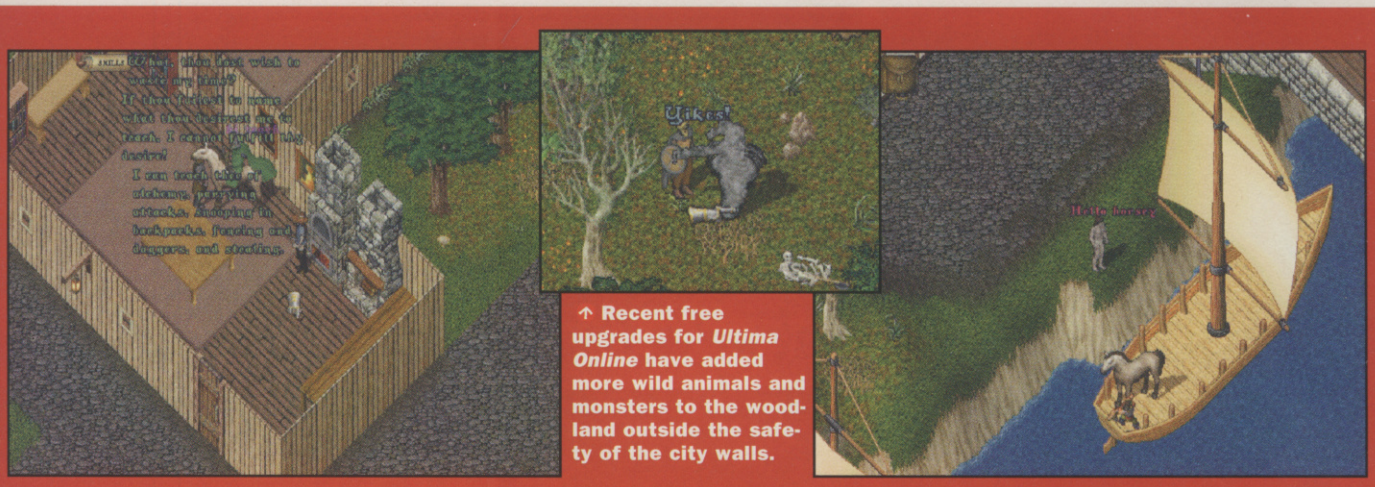
THE MIRACLE OF BIRTH

Once you've logged on to your internet connection and started the game for the first time, you need to create the character you are going to be playing as. Give yourself a name – preferably something that fits in with the epic medieval feel of the game, rather than the unimaginative "Randy Savage" that we've come across a few times. Now choose what your main line of business is likely to be. You can either distribute your skill points yourself, balancing out how intelligent and physically strong you want to be as well as setting your main abilities, or you can use one of the preset templates as a guide. Then you get to choose how you're going to look. Choose your hair and skin tone, your hairstyle and take your pick of a wonderful selection of beards. Once you've done all of this, it's into the alternate universe of *Ultima Online*.

When you're killed you get two choices – restart immediately with penalties to your alignment and skill ratings, or become a ghost. As a ghost you must find a friendly wizard who'll bring you back to life.

THE PRICE OF A LIFE

Even though you're paying top dollar for *Ultima Online* you're only buying the game (complete with cloth map and pewter pin badge) and a month's worth of play in the *Ultima* universe. If you want to continue Origin charges a monthly subscription fee of $9.95 (about £6). As we write this, EA are importing the game from the USA but they aren't supporting it and they aren't running any servers in Europe, so you have to pay your sub by credit card directly to Origin in the US. Oh, and let's not forget you need your own internet account to play too. So if you really want to spend a whole alternate lifetime in Britannia it could run expensive.



↑ **Recent free upgrades for *Ultima Online* have added more wild animals and monsters to the woodland outside the safety of the city walls.**

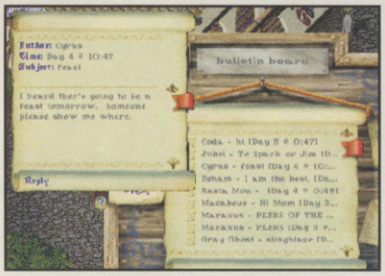
VISIT SUNNY BRITANNIA

Choose where in Britannia you want to start. It's a large world, and new characters won't survive the dangerous journey between cities, so you're best off starting in the capital – Britain. When within the city walls you are under the protection of Lord British's guards. If anyone tries to injure or steal from you, simply call "Guards!" and they'll rush to your assistance, hacking down the criminals in seconds. The cities in Britannia are very much like real-life cities. They contain all the kinds of shops you'd expect, along with banks, pubs, libraries, theatres, and even massive castles for the aristocracy. Using your standard 100 gold pieces as well as your character's unique skills, you need to ready yourself for adventure. Make sure you do the most important thing first – get yourself a fancy hat from one of the clothes shops!

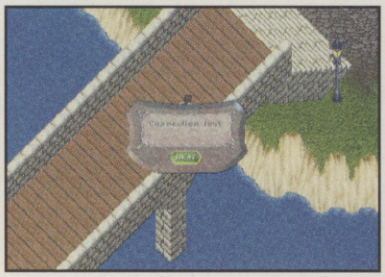
YADDA YADDA YADDA

Communicating in *Ultima Online* is simple. You just type in whatever you want to say and it appears above your character's head. Anyone who can see you can also hear you. To trade items with other players you just drag them out of your backpack and drop them over another person's head. A box appears to show what each of you is offering, and once you are agreed the items are exchanged. Many of the inhabitants of Britannia are computer controlled NPCs (Non-Player Characters) who have their own artificial intelligence. They react to certain keywords that you say to them, and respond accordingly, though it's always obvious who is a real person and who isn't

↑ **Don't waste your time making jokes with the NPCs – they haven't been programmed with a sense of humour, just like the Americans.**



↑ **In certain buildings you can find bulletin boards where players post messages and warnings.**



↑ **Naaaaaaaaargh! No! No! No! Come on, you damn thing! Work! Work! Let me in! Aaaaaaaaaaah!**

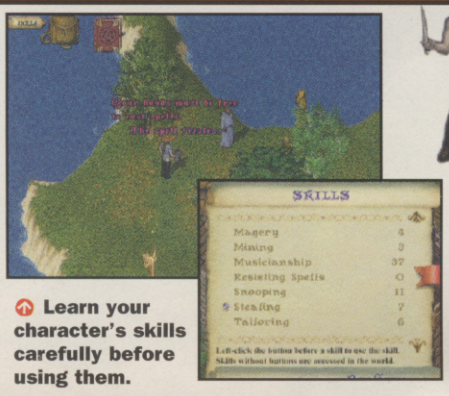
CVG OPINION

This really is the ultimate game idea. It has a completely different feeling to any other game I've ever played, and it really seems completely limitless. The scope for developing your own character is unbelievable, and the skill system is worked out in such minuscule detail that you can be anything you want. The NPCs (computer characters) are often just a hindrance, but have lots of useful information which you can get out of them if you ask the right way. The graphics are just right for a game of this style, but move very jerkily even when you install them to your hard drive (the minimum install is around 300Mb, and the maximum is nearer to 500Mb!). The interface is a bit fiddly and it takes a while to learn how to use each character class, but once you know what you're doing it's not so bad. The biggest problem by far is that there are currently only American game servers, and there are no plans to start any in the UK. This means that everyone will have to put up with games jerking around and freezing up all the time, and that is EXTREMELY annoying. *Ultima Online* is a unique experience, and is certainly one of the most ambitious games ever made, but (as a lot of American players have already been complaining) it all feels slightly unfinished. It takes ages to get your character anywhere, but if you're willing to put up with the connection problems you could find yourself falling in love with the *Ultima Online* universe.

ED LOMAS

MASTER YOUR TRADE

Every character has a large number of skills, each with a rating number next to it. For example, a bard has a high "musicianship" rating, but is terrible at stealing. Your distribution of skills is essential when setting up your character, as a warrior who is good at making jewellery isn't going to get very far. Some characters use their skills to make objects which they then sell, such as tailors and bowyers, while others are more useful for defence or attack. Wizards can create spells, and bards can pacify or anger people with their music. Practising a skill increases your rating in that area.



↑ **Learn your character's skills carefully before using them.**

RATING

A virtual alternate world with almost unlimited possibilities. *Ultima Online* still needs some work and some UK servers to really reach its potential.

NINTENDO64	PLATFORM/PUZZLE	BY TREASURE/ENIX	• PRICE £TBA • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 64MB CART • RELEASED BY THE TEL 01703 653377
	OUT DEC	1 PLAYER	

Could our initial misgivings over Treasure's first N64 game have been misplaced? Now that we've finally managed to play the game properly we can reveal that *Mischief Makers* is full of surprises!

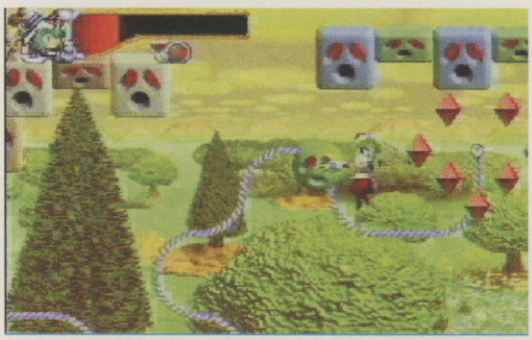
Here at CVG we're all great admirers of Japanese developer, Treasure. Their Sega titles, on both Megadrive and Saturn, have all been must-haves, so you can imagine how eagerly we were looking forward to their first N64 title. But when we got our Japanese copy of *Go! Go! Troublemakers* back in August we plugged it in and - oh calamity! - how our jaws dropped in dismay. It was a 2D scrolling platform puzzle game with baffling, frustrating action and complicated controls! Had Treasure gone off the boil? Had some key game designer departed? Was the World about to end? Or was it just that the in-game text and instructions were all in Japanese and we didn't understand what was going on? Well, er, yes. That was it. Now that we've got hold of an English text version of the game we've finally discovered the truth about *Mischief Makers* (as its called in Europe). And here it is!

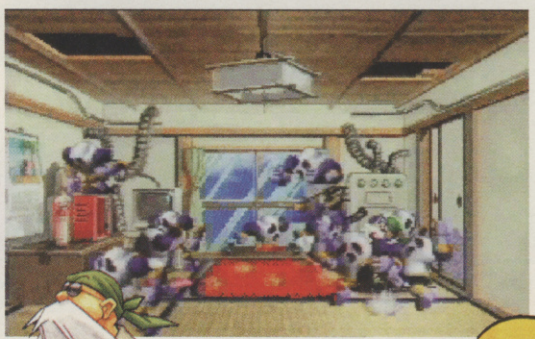
Meet the characters – Marina, Professor Theo, and the villains.

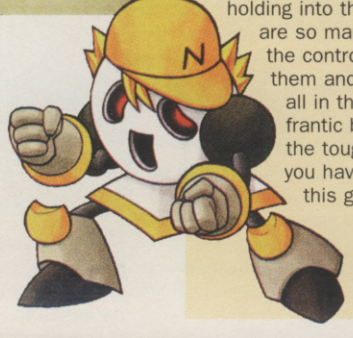
ALIEN ABDUCTION!

Apparently, British industry is in decline because no-one wants to be a scientist these days. Hardly surprising though, what with the ever-growing threat of ALIEN KIDNAPPING. Take Professor Theo, for instance. He's a top man in robotics, and he gets abducted by extra-terrestrials on a regular basis in this game. He and his cybernetically-enhanced chum, Marina Liteyears, have followed a cosmic distress signal to the planet Clancer and when they arrive the Prof is promptly (and repeatedly) shanghaied by the locals. It's all a plot concocted by the local evil Emperor who wants to conquer Earth and has enlisted the help of the easily-led Clancers. Controlling Marina, you have to rescue the Prof, wipe out the Emperor's minions and generals, then confront His Excellency himself for a telling-off he won't forget!

After a while Professor Theo becomes resigned to the fact that he's going to be kidnapped every few levels.



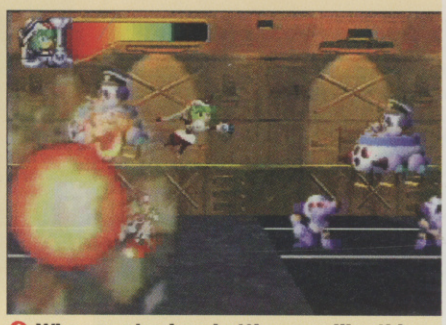




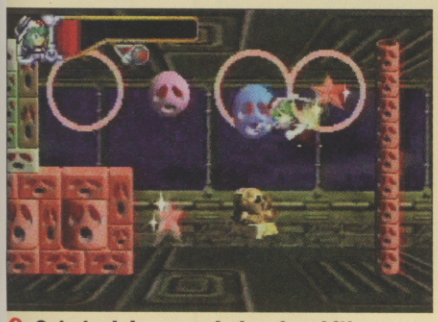
HOW TO DRIVE A MARINA

Mischief Makers is unique among N64 platform games insofar as it has a traditional 2D, horizontally-scrolling playfield and only occasionally uses the machine's 3D graphics capabilities for minor effects like moving floors. It plays almost the same as old-fashioned 2D platformers, and some of Marina's moves, such as the ability to grab and throw enemies, are straight out of Treasure's first game, *Gunstar Heroes*. *Mischief Makers* is also unusual in that it doesn't use the 3D Stick. This is so that you can use the D-pad for movement and the C-buttons to fire a quick burst on Marina's rocket thrusters, boosting her left or right (for extra speed), up (for extra jumping height or to hover) or down (to slam whatever she's holding into the ground). There are so many functions on the controller that learning them and managing them all in the midst of a frantic battle is one of the toughest challenges you have to face in this game.

Once a level is completed you can go back and do it again later to stock up on crystals, or find the yellow crystal.



When you're in a battle zone like this, the challenge is simply to survive!

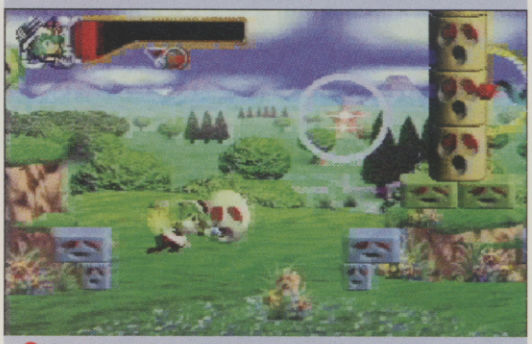


Get stuck in a puzzle level and it's a good idea to give everything a shake.

Here you just have to run for it before the scenery collapses beneath you!

SHAKE IT ALL ABOUT

Marina doesn't start the game with any weapons at all. Very occasionally there are guns or missiles that she can pick up from fallen foes, but for the most part the only way she can defend herself is by grabbing her opponents and throwing them at something hard, or each other. When she's fighting larger bosses, you have to work out where and when you can catch hold of them with the help of a flashing grab cursor. Before you do smash them into the floor though, try pressing down twice on the D-pad to give them a shake. Sometimes this can empty their pockets of life-giving crystals or other useful items. Try it on the scenery and you might find new areas open up!



Listen for the sound that tells you something new has appeared elsewhere in the level.

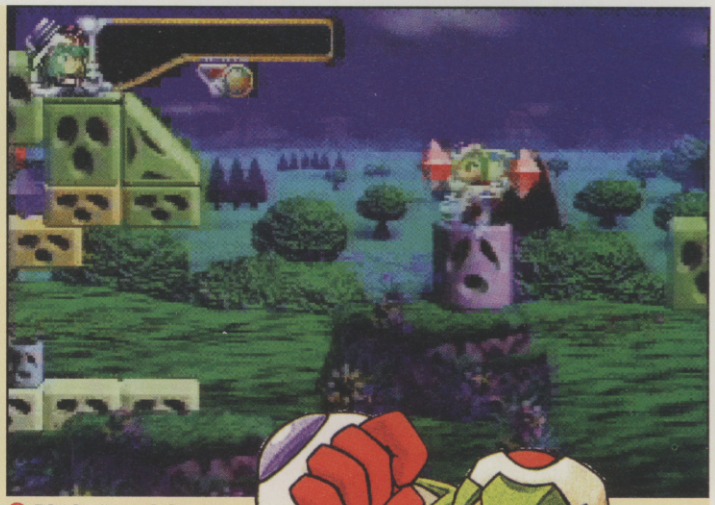
That's it, mate, just cough up all o' them luvverly crystals.

RUN! FIGHT! THINK!

The action in *Mischief Makers* is spread over five 'worlds', each made up of between ten and twelve distinct levels. Some of these are more battle-oriented, with Marina having to fight her way through crowds of enemy Clancers or take on a single, tougher enemy. Others are puzzle-based and they involve exploring the level to find particular objects (ghost, lost children, whatever) or finding a route through the level using teleporter stars, floating Clanballs, Clanballs on rails, bombs and whatever else comes to hand. There is a third breed of level, the Oh-My-God-I've-Got-To-Keep-Moving level, that forces you to move fast to outrun disappearing scenery or tumbling rocks. These will be familiar to anyone who's played Konami's old platformers, such as *Castlevania IV* or *Bucky O'Hare*, but then that's hardly surprising seeing as many of Treasure's team are ex-Konami staff.

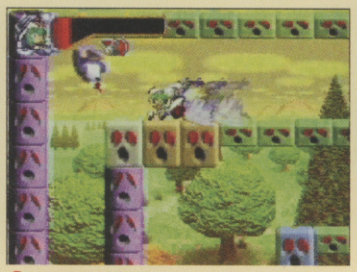
Jump and grab the Clanballs to reach higher places.

Marina can bounce herself off Clanballs in any direction.



Dig in 'suspicious-looking' places to get a surprise.

Often the only way to deal with foes is to grab and slam them.



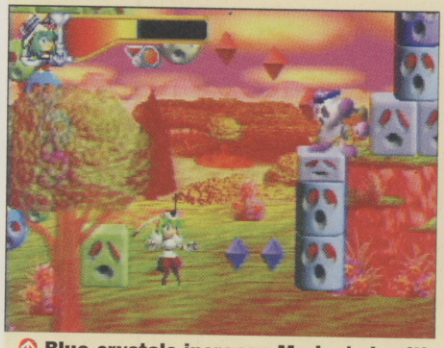
Boost-sliding like this is the fastest way to get around.

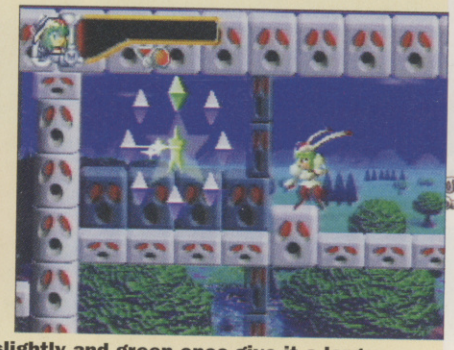
Crouching and rolling gets Marina through the tiniest gaps.

Jump then use Marina's booster to reach high ledges.

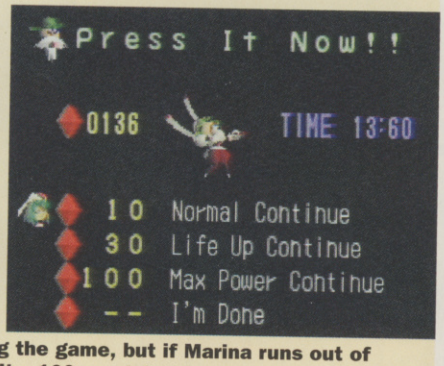
THE CRYSTAL MAZE

Crystals are what keep the game going and they're to be found lying on the ground or floating in hard-to-reach places. Sometimes if you grab a Clancer and shake him, a load of crystals fall out of his pockets. They come in four colours.





Blue crystals increase Marina's health slightly and green ones give it a larger boost. You can keep collecting both until you have a maximum three energy bars worth of health.



Red crystals don't have any effect during the game, but if Marina runs out of health you can trade them in for extra credits. 100 crystals buys you back into the game with full health.

There is one yellow crystal hidden on each level and the only way to complete the game fully is to find them all. Sometimes they're hidden out of the way. Sometimes enemies have them.

CATCH A FALLING BOMB...

For the most part Marina's only weapon is her grab-and-throw technique, but she can also capture heavy artillery such as machine guns and rocket launchers from certain enemies when they die. One other technique that's particularly useful against bosses is Marina's ability to grab enemy shots and throw them back. Missiles, rocks, laser beams and even giant fists can all be 'returned to sender' like this. Which is cool.

Stolen weapons never last very long so make the most of them while you have them.

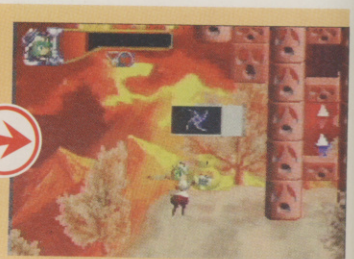
Here, Marina grabs the missiles, powers them up with a shake, then sends them straight back!

MIXING IT UP DOWNTOWN

Remember the mix-'n'-match weapon system Treasure used in *Gunstar Heroes*? Well, there's something similar in *Mischief Makers*. On some of the later levels there's a Clanpot which you can use to collect and store items such as time bombs and shurikens for use elsewhere. You can also use the Clanpot to create more powerful weapons by dropping objects in it, then giving it a good shake. For instance, if you put three flowers in the Clanpot and shake it you get a shuriken. Mix three shurikens together and you get a boomerang!

Pick three flowers...

Mix 'em up in the pot...



Hey presto! A shuriken!

BOSS OVERLOAD!

Treasure never skimp on the bosses in any of their games, and *Mischief Makers* is no different. In the early levels you get simple but nonetheless dangerous foes to deal with at the end of each world. On later levels, minor bosses turn up in every other level, and as Marina proves to be more of a threat to the Emperor's plans, his generals start turning up in their powerful mechs, and even if you defeat them once they may well be back a couple of levels further on for a rematch!

CLANCER WORM

A fire-breathing worm that turns up in the Clancer Desert. Just grab its head and keep slamming!

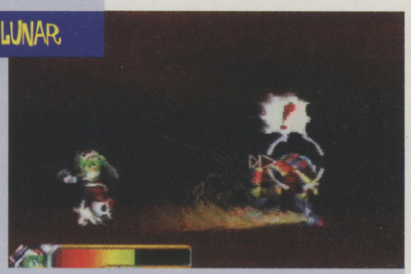
BEE CLANCER

Bee-ware its powerful sting and when it conjures up a swarm of bees, punch them all to swat them.

MIGEN AND MIGEN JR

Jr is the big guy. Grab his fists and throw them at dad, then make him smack himself in the gob.

GENERAL LUNAR



Lunar attacks twice, with bombs and guns, then with his missile-and-laser-armed mech, Cerberus Alpha.

GENERAL TARUS

First time around, Tarus attacks with fists and rocks. Next time he brings his giant tank mech, Sasquatch Beta.

GENERAL MERCO

Armed with a lance, a shield and his mech, Phoenix Gamma, Merco is a mighty tough customer.

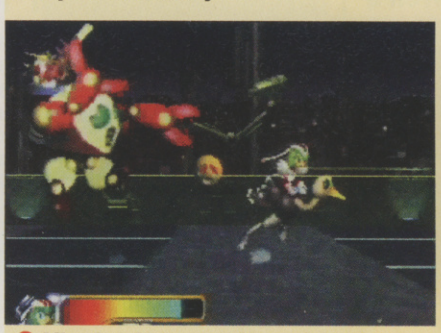
RIDE 'EM CYBOT!

When mere running and boosting about aren't enough, Marina has to climb aboard whatever mode of transport is handy.

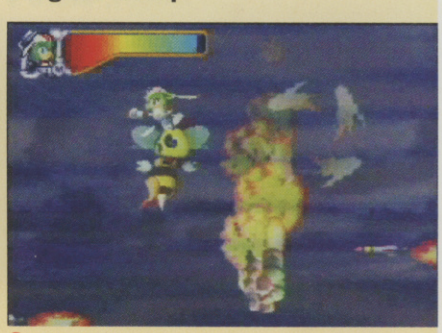
These springy fellows appear in several levels. Jump on and let him sproing you to new heights.

Marina has to boost to power the tricycle, but her Clancer stand-in, Teran, can pedal like crazy.

Cat Clancer works for the Emperor until Marina beats him at Dodgeball and he agrees to help.



Like Cat Clancer, this ostrich-thing is a good runner and can flap over the Clancer mech's lasers!



After this minor boss is defeated in the second world he returns in the last world to help Marina.

CVG OPINION

Treasure have built a reputation for ingenuity, so I expected their first N64 title to be a mega-game with original gameplay and 3D graphics to die for. It came as a shock to find they had stuck with what they know, a scrolling 2D platform game. Worse yet, for the first ten or so levels *Mischief Makers* provides little to occupy your attention apart from the annoying controls. Whether this is some test of faith to discourage all but Treasure's most devoted fans I don't know, but once through these early levels the quality really shines through. *Mischief Makers* is like Treasure's Megadrive games - unusual action, lots of variety and special effects, a versatile character (once you've mastered those controls), and excellent bosses. Once I'd got into it, I was unable to stop until I'd finished the next level. For a while it looked like *Mischief Makers* was going to be quickly finished, just because you end up playing the whole thing in one all-night sitting. By the fifth world though, that's clearly not the case. It gets really tough from there on, and even if you do eventually beat the Emperor you still have to find all the secret yellow crystals to finish the game properly. So don't be put off by those first impressions - this is a game you'll be playing for months to come!

PAUL GLANCEY

RATING

What initially looks like Treasure's first duffer turns out to be one of their finest. An excellent old-fashioned platformer with loads of action!

PlayStation

CORRIDOR | BY AARDVARK | OUT NOW | 1-4 PLAYERS

- PRICE £39.99
- PC, SATURN AND N64 VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY GT INTERACTIVE
TEL 0171 258 3791

It's time for PlayStation owners to have a go at saving Earth's babes from those alien scumbags! Let's kick ass and chew bubblegum!

DUKE NUKEM

Duke is going for complete world domination. PC owners are currently looking forward to *Duke Nukem Forever* while Saturn owners have been enjoying a fantastic version of *Duke Nukem 3D* for the last few months. Now we've got *Duke Nukem 64* and *Duke Nukem* on the PlayStation – the original game, minus the "3D", plus a load of new levels. And for those of you with friends and lots of money, there's even a two-player link-up mode. Holy cow!

WEETABIX GOGGLES ACTIVATED

The PlayStation version of *Duke Nukem* is basically a straight port of the PC game. Instead of using a real 3D game engine like the Saturn version it uses a similar "2.5D" one, meaning that fancy effects such as real-time lighting aren't possible. All of the levels are the same as they were and all the speech is in, but the game runs very slowly and jerkily when compared to other games like this.

EXTRA HARD SUB GAME: MEMORISING THE CONTROLS

One thing that made *Duke Nukem 3D* so good to play on the PC was the way that the controls worked. Unfortunately the PlayStation version has an absolutely terrible control system. The default mode doesn't have strafe buttons (to sidestep left and right) so you need to hold a button to move sideways. There are three different settings, one of which is called "Doomed" and is based on *Doom*'s controls. Trouble is, looking up and down is essential in *Duke Nukem* and it's so fiddly to do here that it's not worth bothering. The controls completely ruin the game.

I AIN'T AFRAID OF NO QUAKE

PlayStation *Duke Nukem* has all of the levels from the PC game as well as a load of extras. One of the two new episodes is for single-player games while the other is a collection of Dukematch levels, including some all-new ones. The new levels aren't as good as the originals, but are a bit more varied. The first one, for example, looks like the start of Tomb Raider! It'll be interesting to see how id Software react to one of the new Dukematch levels – it looks very familiar...

Anyone who's played *Quake* before will recognise this as the first room of the start level!

There are some very strange sections to the new levels. And new enemies!

DUKE VS DUKE

A split-screen multi-player mode wouldn't have been possible on the PlayStation, so Aardvark have included a link-up mode instead. You need two consoles and two copies of the game, but it's certainly better than nothing. We had quite a few problems when testing it, with connection troubles and so on. Still, at least it's there if you want to try it out.

***Duke Nukem* on PS has terrible dance tunes.**

CVG OPINION

Saturn *Duke Nukem 3D* got me right back into the game. It's so fast and smooth that it's a joy to play. PlayStation *Duke Nukem* is enough to put someone off the game for life. Developers Aardvark have gone for a straight conversion of the PC game with extra levels, which is fair enough. The problem is that their game engine is terrible. Everything moves really slowly and jerks about all the time, and the textures look more blocky than usual. Even the simple gun animations are cut so they look stupid. But the worst thing is the control system. There are three settings, all of which are awful, making the game impossible to play quickly. The PlayStation has got some decent corridor games, including the fantastic *Exhumed*, so *Duke Nukem* really isn't worth having. Too jerky and too fiddly to play. And the music.... agh!

ED LOMAS

RATING

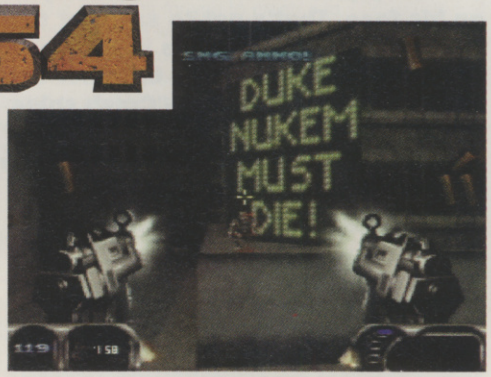
A terrible conversion. The bad graphics and stupid controls make it no fun to play at all.

NINTENDO64 | CORRIDOR | BY EUROCOM | OUT NOW | 1-4 PLAYERS

- PRICE £54.99
- PC, SATURN AND PS VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 128 MEG CART
- RELEASED BY GT INTERACTIVE TEL 0171 258 3791

Maybe you know everything about *Duke Nukem 3D*, but this isn't the same game. This is *Duke Nukem 64*.

After the astounding Saturn version of *Duke Nukem 3D*, you'd expect a fantastic Nintendo 64 conversion of the same game. But that's not happened. Instead we've got *Duke Nukem 64* – an upgraded version of the game featuring new levels, new weapons, new graphics, new speech, and none of the risqué jokes. The story is the same, as Duke is shot down by aliens ("Scum" this time, rather than the more offensive word used in other versions) over L.A. and needs to work his way through the city, then figure out how to save the Earth's babes from a fate worse than death! Go Duke – time to kick some alien buttock!



NUKE 'EM DUKE!

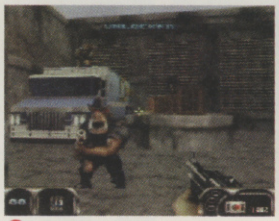
Duke Nukem 64 looks very different to the other versions of the game. All of the weapons have been redesigned and some new ones have been added. Normally at the start of the game there's a hidden rocket launcher, but in *Duke 64* it's a new grenade launcher. You can also get double sub machine guns and expander crystals for the shrinker weapon – shoot someone and they grow until they explode! There's also a powerful plasma cannon that can be charged up to fire an extra-powerful shot which blinds you for a few seconds!

This is the plasma cannon. Hold the fire button to built up masses of power.

Be careful when using the grenade launcher, as it's easy to kill yourself.

I'LL RIP YOUR HEAD OFF AND... GIVE YOU A NICE FRIENDLY KISS

Duke Nukem 3D is known for having a risky sense of humour. Duke swears, goes into some sleazy places and blows enemies into chunks of body parts. Nintendo weren't too happy with many of the things going on in the game and have had a lot of them removed. New speech has been recorded to replace the swearing, new sections of levels replace anything that might offend, and some of the gore has been toned UP! Nintendo seem to think that corpses hanging by hooks through their heads are less offensive than a statue without a top on.



Nintendo don't think that nightclubs are suitable for gamers, so you get a packing yard instead.

Captured babes are now covered up and need to be rescued instead of put out of their misery.

The new dead bodies are pretty sick – spines poking out of chests, etc.

No rude book store for Nintendo owners – just a gun store instead.

FOUR DUKES ARE BETTER THAN ONE

Duke Nukem 64 has lots of multi-player options. You can choose either co-operative or deathmatch games, and play with up to three other people at once. If you haven't got enough friends you can add computer-controlled Dukebots to make up the numbers. As well as all the one-player levels there are a few deathmatch-only stages designed especially for *Duke Nukem 64*.

CVG OPINION

I really don't understand what's happened with *Duke 64*. If all the risqué stuff had been removed that'd be alright, but everything that was funny has been taken out and the gore has been increased! It's not the funny gore either – it's the dead bodies, and they're just plain disgusting now! The graphics are great. The 3D engine is smooth and moves pretty quickly, and the new 3D explosions and bosses look quite good. The new weapons don't really seem to fit in with the rest of the game, and effects like the mirrors have been left out. The control system is good, using both the 3D Stick and the cross-key to keep the game moving quickly. New sections have been added to some of the levels, but they really don't match up to the rest of the game. All the original areas a very cleverly designed giving you something to do in every single room, while still looking like they could be real buildings. The new sections don't fit in with the whole idea that made *Duke Nukem 3D* such fun. Also the grenade launcher is badly thought out – the grenades bounce too quickly and too far, making it too dangerous to use often. *Duke Nukem 64* is certainly very good, but little details could have made it much better.

ED LOMAS

RATING 4/5

A disappointing translation of such a great game. It's got most of the important elements, only without a sense of humour.

PlayStation

PLATFORM GAME | BY NAUGHTY DOG | OUT NOW | 1 PLAYER

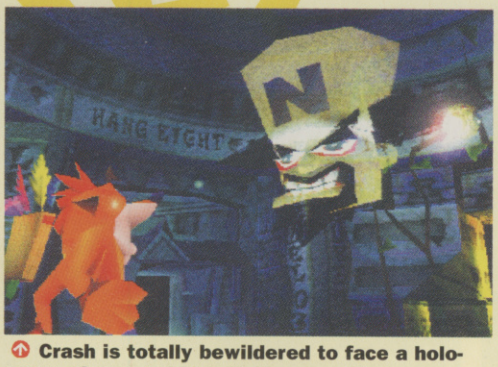
- PRICE £34.99
- PREDECESSOR AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY
- TEL 0171 447 1600

Ready for the continuing adventures of Crash Bandicoot? Well you'd better be, because here he is.

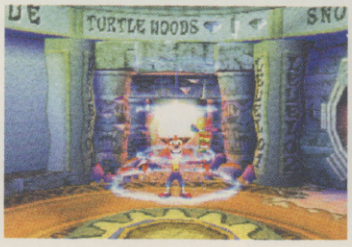
Each console had a platform star to wow the public last year. *Mario* and *NiGHTS* were locked in a fierce battle, while PlayStation's contender was of course Mr. *Bandicoot* – a good game, but up against two of the greatest ever, the marsupial fell unceremoniously flat on his face. That's not to say that the game didn't sell, because it did. So while *Mario* and *NiGHTS* take a breather until their inevitable sequels – Crash spins back hoping to improve on his last attempt. Though how will he fare against another bunch of challengers, namely *Diddy Kong* and the return of *Sonic*?

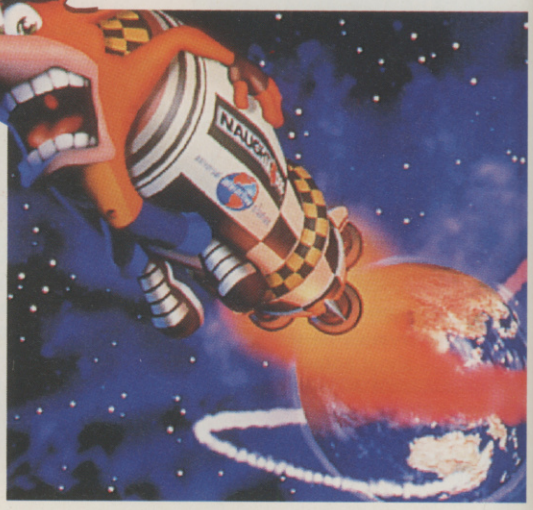
THE NUTTY PROFESSOR

You may have tried your hardest in the original game, but there's just no stopping an evil villain. Hence Dr. Neo Cortex is back with a new dastardly scheme, and he's tricked Crash into being a part of his grand plan. Dr. Cortex requires 24 crystals scattered in each of the stages of the game for his new scheme, and Crash has been handpicked to go out and collect them. Will Cortex be thwarted again, and will Crash save the day? It's up to you.



Crash is totally bewildered to face a hologram of an aged Tom Guise upon his travels.





The Komodo brothers, a tricky pair of bosses, one spins around and the other throws swords.

WALK BEFORE YOU CRAWL?

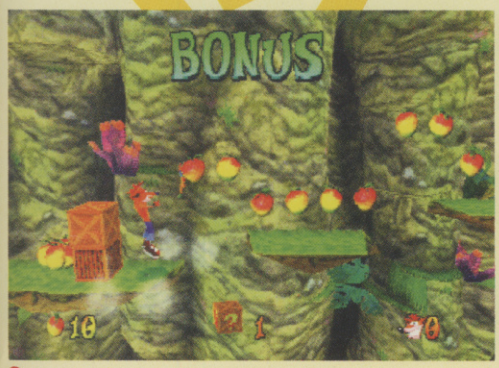
Some new features have made their way into the sequel. Namely Nitro crates and Crash's ability to crawl and slide. Just like in the first game each level is littered with hundreds of crates for Crash to bust open. Bouncy and Standard are the most common, plus the dreaded TNT crates and the rather nice 1UP, which gives you an extra Crash to play with. The new Nitro crate is just like the TNT-style except without the countdown. Touch one of these and it's instant destruction. Crash's new crawl and slide is activated by the circle button. It is very useful for getting through narrow gaps, and sliding into enemies who inhabit such places, especially on the levels that are viewed from the side. It can also be used to simulate interference with baby polar bears.

Crash slides under this electric fence while being chased by a snowball.

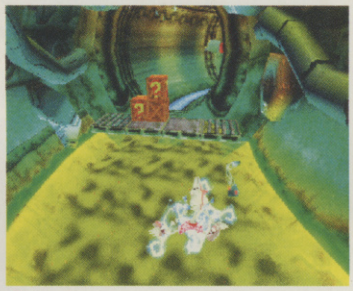
Nitro crates are dangerous, especially when placed on ice.

WINNER TAKES ALL

Just like the original there are bonus levels to be found, but they play a little differently in the sequel. Now any bonuses you collect in these sections remain unclaimed until you reach the end of the bonus stage. Failure to reach the end means you get nothing, Crash doesn't lose a life, but if you want all those extra lives and apples you have to enter the bonus stage again.



If you want to get all the crates on a level, you have to enter the bonus sections.

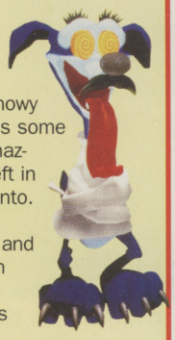


A slippery eel has discharged into the water, and zapped Crash.

CRASH BANDICOOT ON ICE

We thought polar bears were supposed to be fierce, this one's way too cuddly.

To add variation to the formula of entering levels and clearing them of all crates, a hog was introduced that Crash raced on in a couple of levels in the first game. For the sequel the hog has been replaced by a polar bear. These levels still play exactly the same, except you are now placed in some snowy environments, where the real danger is some icy sections to negotiate. Even more hazardous are the Nitro crates that are left in dangerous positions for you to crash into. In the original there were also levels where Crash rode around on lily pads and jumped on logs. These have now been changed to a jet-ski that Crash surfs down the river, while hopping onto logs and the backs of hippos.

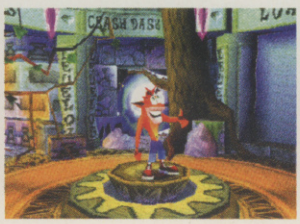


Look at that, the Jimmy Hill twins!

IN SPACE NO-ONE CAN HEAR YOU SPIN

Whereas the last game was set across different islands, each consisting of several stages. *Crash 2* is set in a tower, much like Bruce Lee's last film Game of Death. Crash must work his way up the tower. Each floor contains doorways to that level's stages. Complete each stage and step on the lift that is at the centre of the room, to be transported to the next level. Before you enter the next level however you must defeat a boss, each as colourful as the last. The levels are surprisingly similar to those found in the first game, except for levels that see Crash flying through a spacestation strapped to a jet-pack. Here you must apply careful thrust and brakes to avoid the usual pitfalls, including some rather mean lasers that take some perfect timing to negotiate.

Zero gravity, deadly lasers, no problemo.



2nd OPINION

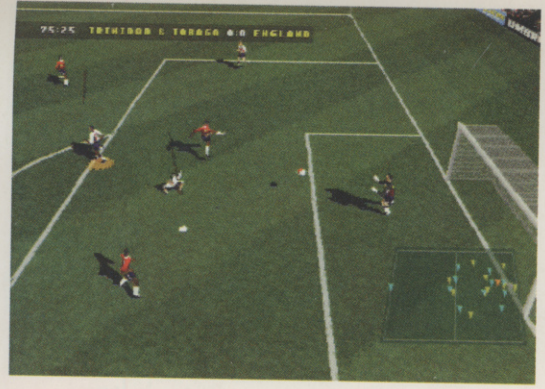
When the first *Crash Bandicoot* came out, I found it entertaining, the levels were challenging and Crash himself was mildly rib-tickling. However, it just lifted ideas from other games and lacked any real soul of its own. *Crash 2* goes further, by duplicating its own predecessor! Unlike masterpieces like the *Sonic* series, *Crash 2* doesn't refine or build on the first game at all. Nonetheless, I did chuckle at his wacky Bandicoot antics. But not to the extent that I'd buy this game. TOM GUISE

CVG OPINION

As sequels go, this is deja vu city. I found myself rubbing my eyes in disbelief, and had to quickly play the original game again, just to check this wasn't just the same thing with a big number 2 slapped on it. Upon closer inspection there are some marked improvements over the original. The graphics are better, and even more colourful (if you can believe that). Getting a perfect score on each level now takes a bit more work, and the jet-pack sections do add a bit of variety. The big question is how much did you like the original? If you thought it was the best thing since sliced bread you'll love this. It's more of the same, better designed and perhaps longer lasting. Everyone else though, will no doubt be wondering why real imagination was thrown out the window. ALEX HUHTALA

RATING

Crash spins back in an almost identical rerun of his former hit. This is still a good game, but is unlikely to win new fans, or cry out 'must have'.



PlayStation | FOOTBALL SIM | BY GREMLIN
PC CD ROM | OUT NOW | 1-4 PLAYERS

- PRICE £44.99
- NO MULTIFORMAT PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY GREMLIN
TEL 0114 275 3423

While you're waiting to see if Shearer gets fit for the World Cup, hold a home version of the tournament for the Jules Rimet trophy in *Actua Soccer 2*!

actua SOCCER 2

Gremlin plumped for Alan Shearer to endorse this game, as well as provide the motion capture. But he manked up his ligaments, so they got Liverpool's rising young star Michael Owen to do it instead! The end result is completely the opposite to EA's titles, i it's a good game. EA tried the 'celeb doing motion capture' angle with David Ginola, but, frankly, the fat bloke who plays in goal for your local Sunday team could have done the job for the last couple of *FIFA* games since the end result was crap.

***Actua Soccer 2* is such an improvement over the original that it's frightening. Everything from the feel of the game, the look and the pace have been bettered and Gremlin now have one of the most playable footie games on any format. Fact.**

BACK DOOR, BACK DOOR!

One thing that makes games like *ISS Pro* and *Olympic Soccer* so good is the ease with which you can set up chances from crosses, corners and free kicks. In the original, players could cross the ball when a square appeared as the icon underneath them.

While the same applies here, the triangle becomes a dedicated cross button which will always go towards a man in the box. Holding square makes the striker on the end of the delivery perform a diving header, volley, overhead kick or whatever shot is applicable. Scoring from these is difficult, but you are guaranteed some good goal-mouth scrambles and panic attacks once you get into those positions.

THE FREEKICK SPECIALIST

Scoring from free kicks is another excellent way to score goals that even your opponents will recognise as having a pinch of quality to them. Hold down the shoot button and a power bar appears. If you have a free kick just outside the box, letting this run up to full will always result in your shot ballooning over the bar. Aim for three quarters to get the perfect power. Secondly, it's always useful to remember that holding up-right to try and place the ball in the top right corner will put loads of backspin on it, after which the ball ends up in row Z! Keep the down right diagonals on the D-Pad held and hitting the target won't be a problem. The same thing applies to penalties, incidentally.

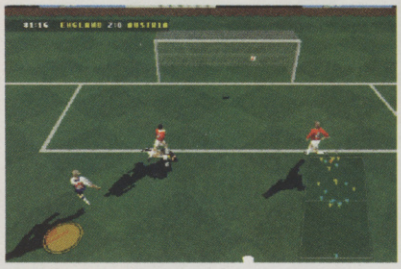
The view for these free kicks stays like this until the ball hits the net...

...or is saved by the goalkeeper. The wall even jumps up to block the shot.

STRAIGHT DOWN THE MIDDLE

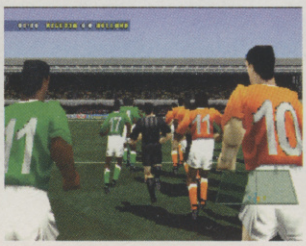
The through ball is fast becoming an integral part of soccer video games. It adds loads more goalscoring chances for a start, but also allows for a greater degree of realism when playing. Slipping a ball between defenders isn't as easy to do in *Actua 2* as it is in, say, *ISS 64*, but you can still carve open defences with a well-timed pass. Tapping X is a normal short pass to a team-mate's feet, but if you hold it down for a second or longer, then release it, you unleash the through ball. Even when you do manage to get through to the goalkeeper, beating him is far harder.

Aim for the player nearest the keeper, and press X. Hold square, aim for the net and wait for the goal.



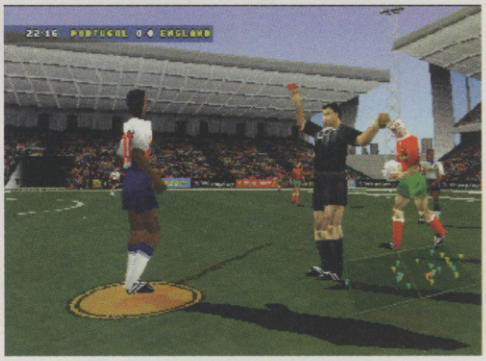
ISS PRO VS ACTUA SOCCER 2

Finally, a game has come along that can challenge *ISS Pro* as the king of PlayStation footie games. In fact, in our opinion, *Actua 2* has dethroned *ISS* and rightly wears the crown. Ignore the review scores and listen to the facts: *Actua* is a much more playable game. It's easier to pick up, and scoring goals is much more realistic in that you can actually picture some of the goals being stuck in the onion bag in real life. The players' AI is very good too, and something which proved difficult in *Pro* was the through ball. *Actua*'s is far from perfect, but seems easy to pull off. Congrats go to Gremlin then!



'HE WAS ON THE NEXT PAGE...'

Barry Davies grabs the mic once again to front the ups and downs of the beautiful game. But he has been joined by his Match of the Day partner-in-crime Trevor Brooking. Barry still gives his opinions on the bulk of the game, but after nasty fouls, goals, or half-time intervals, Trev nips in and summarises the play for us. And it is always relevant to what's going on. If you're playing a tricky away match and go in at half time one-nil up, Mr Brooking remarks on how the visitors must be very happy with their performance so far. Cool!



Just don't use all the hot water OK?

THE PC VERSION

With both versions of *Actua* out before Christmas, you PC owners may want the lowdown on your version, especially since it's better than the PlayStation title! For a start the PC has a Scenario mode which lets you take over situations from classic games. There's also an Editor to customise teams, etc, plus a multiplayer LAN option (should you have access to that as well). The PC version offers superior graphics, with the close up animation and stadium detail benefiting too. If you're faced with the choice, go for the PC version, as it seems more polished overall.

The players in the PC game are more detailed and the animation is smoother.

Spot the ball! Send your answers to the usual address, on a ticket to the World Cup.

CVG OPINION

Our summary box says why *Actua 2* is better than *ISS Pro*, So I'll tell you why this game is good in it's own right. The whole game engine is a massive improvement over the first – it's quicker and has a lot more action. Goalmouth incidents are common, and once you've grasped the basics, goalless games become non-existent. The thing which impresses me the most though is crossing and scoring from corners. You swing a ball over, and a player runs to get on the end of it, before unleashing awesome volleys. They're not guaranteed to score, but they look cool. There are a couple of flaws, though. The offside rule is very strange and doesn't play as in real life (a player can still be offside when he's received a ball, even if, when the ball was played he was onside – very frustrating). Some of the tackling seems to be a bit weird too, as taking people out from behind often goes unpunished. Still, *Actua Soccer 2* is very cool, and well worth getting if you want an *ISS Pro* beater.

STEVE HEY

RATING

Improves a hundred per cent on the original. Superb gameplay and graphics will keep any self-respecting football fan occupied for hours.

NINTENDO64 | RACING | BY PROBE | OUT NOW | 1-16 PLAYERS

- PRICE £49.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 64 MB CART
- RELEASED BY ACCLAIM TEL 0171 344 5000

With *F-Zero 64* still some months off, here's Acclaim's attempt to fill that N64 futuristic racing game gap. Hold tight!

extreme-G

The trouble with motorsport today is it's all rules, rules, rules. No speeding in the pit lane. No ramming the competition off the road. No Uzis. *Extreme-G* puts the danger back into racing in a futuristic setting.

Eight riderless bikes (driven, in true Cyberpunk fashion, by the brain impulses of spectators) go head-to-head on a collection of outlandish extra-terrestrial circuits. Each bike is equipped with a laser cannon, a nitro-booster (good for three uses) and an engine that can take it to rocket speeds. To make things more interesting, there are especially devastating weapons to collect along the way. So if speed and skilled driving aren't enough to get you to the front, perhaps a well-aimed rocket will be!

THE LONE BIKER OF THE APOCALYPSE

There are four options for the solo player in *Extreme-G*. The main action is in the Extreme Tournament in which you race three increasingly-difficult competitions at three increasingly-difficult skill levels. As you go through the circuits in this mode they become available in the other game modes. Choose Practice and you can drive a 'friendly' race on any available track. Time Trial, as the name suggests, pits you against the clock as you attempt to smash the best recorded lap and race times. The fourth game mode is Shoot 'Em Up, in which you pick a track then race around it behind a bunch of target drones, blasting as many of them as possible during the course of three laps. A bit unusual, but then *Extreme-G* is almost as much about blasting as it is about racing.

Gentlemen... LOCK AND LOAD!!!

ROLLER COASTER RIDES

There are a total of twelve circuits in *Extreme-G*, but the only way to see them all is to complete the Extreme Tournament at Meltdown level. It's worth the effort, because *Extreme-G* contains some of the most amazing circuits you'll see in any racing game.

It starts off sedately enough, with the bog-standard desert tracks, then moves on to more industrial settings before heading into Mad-Dog Fantasy Land. As you progress you notice new things being added to the circuits: pipes (drive up the walls and over the top), alternate routes, loop-the-loops, vertical straights and finally, gravity-defying roadways that head one way, then double-back so you're driving back the way you came – UPSIDE DOWN!

These roller-coaster rides account for a lot of the thrills in *Extreme-G*. Our advice is to play the game on as big a screen as possible. And if you're prone to motion sickness keep a bucket handy.

BIKER RIOT!

All the bikes come with a laser fitted as standard. Some are better than others, but they're of little consequence because for the most part you'll be using the one-shot weapons that you pick up as you go. As in *WipEout*, these spring from certain points of the track in the form of icons. Drive through them and the weapons drop from the sky, either mounted on a saddle that sits over the bike, or on a truck that follows it. There are four basic varieties, as follows...

DEFENCE

There are two shields available, one that makes you impervious to weapons, and another that repels other bikes, allowing you to barge through the pack.

MISSILES

You can get explosive rockets that fire forward or backwards, homing, in threes, four or packs of five which fire one at a time or all at once.

MINES

Proximity mines are most common, but you also get laser limpet mines which explode when a bike breaks the beam between them.

SPECIALS

Tractor beams that drag back your rivals, white-out flares, and flame exhausts all become available by the time you get to the more advanced races.

Caption in here. Caption in herg fdsfg fd sf sfds a

GO NITRO-MODE!

Even on the hardest level, Extreme-G isn't that difficult to beat, but to keep the thrills going you get a password whenever you win a tournament. These earn you a more advanced bike, or activate crazy features. One of these is a fish-eye lens effect which exaggerates the perspective, making it look like you're going even faster than you are. Another transforms the bikes into boulders (a bit crap really), while another turns all of the tracks upside down and reverses the controls. The best we've seen is the infinite-nitros mode which gradually activates the fish-eye mode as you accelerate, giving a cool warp-speed effect!

Better call in Rentokill.

Tracks set in Satan's bowel!

Look at those curves coming up.

FUN WITH MOTOR-CYCLE GANGS

Extreme-G's multiplayer options are extensive, and we were pleased to see that they could all handle up to four players in the now standard quarter-screen format. There's the usual Head-To-Head race as well as a Cup Challenge in which up to 16 players compete in a knockout tournament, racing two at a time. The Flag Race is a witty variation on the Head-To-Head, in which the winner is the one who drives through the most flags on the track, rather than the one who finishes first. Last – and least exciting – is the Battle Arena, a last-man-standing shoot-out which takes place in one of four tiered arenas. While this worked wonderfully in *Mario Kart 64*, *Extreme-G*'s super-fast bikes don't handle well in such confined spaces and getting another bike in your sights is a frustrating process.

Clearly modern motorcycle sport has some way to go before we see races set on tracks like this.

CVG OPINION

I discovered it was a big mistake to approach *Extreme-G* expecting an N64 version of *WipEout*. *WipEout* is a real racing game. *Extreme-G*'s entertainment experience breaks down into 20% racing, 20% blasting and 60% Wow-That-Looks-Amazing!. In *Extreme-G* you don't worry about learning to control your bike because you just bounce through the corners, leaving you to concentrate on blasting your way through the opposition. It's not bad, but it's shallow. Having said that, by the time you get to the super-fast, mega-twisty, cool-looking circuits on the Extreme level you don't care because you're getting such a buzz off the speed and the awesome visuals. My reviewer's common sense is telling me not to be fooled by the pretty graphics, but there's no denying that once you get into *Extreme-G* it is really good fun. To me that's how games are supposed to be. PAUL GLANCEY

RATING

A real tart of a game – all looks and hardly any brains. A great ride though. Extreme-G isn't WipEout on N64, it's something very different.

SEGA SATURN | RACING | BY CS TEAM | OUT NOW | 1-2 PLAYERS

- PRICE £44.99
- ARCADE VERSION AVAILABLE
- PC CD-ROM VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA TEL 0181 996 4620

Created by members of the original *Sega Rally* team, could this Saturn racer steal that gaming colossus' crown?

SEGA Touring Car Championship

Sega's conversion machine continues at full steam. While the habit of releasing Saturn versions of hit coin-ops has proved extremely fruitful in the past, this year sees a surprise change in quality. Only now are we seeing home versions of 1997's arcade crop. Though by Sega standards, 97's arcade titles were a mixed bag. Brilliant games like *Scud Race* and *Virtua Fighter 3* are glaringly absent from the Saturn release schedule. Instead we've got conversions of some of the not-so-hot games such as *Manx TT* and now *Sega Touring Car Championship*.

PASS THE SICK BAG

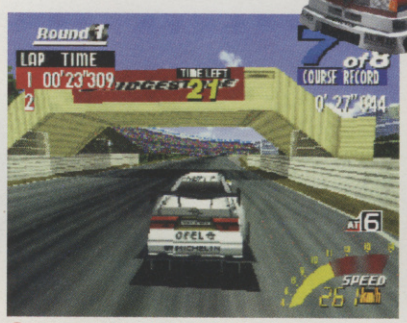
All these innovations and additions are great, but with *Touring Car* there's one problem, and it's a biggie – the graphics. While screen shots on this page may give you the impression that this looks a lot better than *Sega Rally*, when you're playing, this couldn't be further from the truth. These graphics only do one thing – create nausea. The game moves at a very fast speed, the frame rate however, does not. This makes the game a bit of a dog to play. Graphics appear flickery, and taking tight corners at speed now becomes almost suicide. The screen update and frame rate is just too slow, to make racing possible. It's all very annoying. Perhaps Sega should have acquired a license to use the title *Rage Racer*!

SEGA TOURING CAR GRAND PRIX

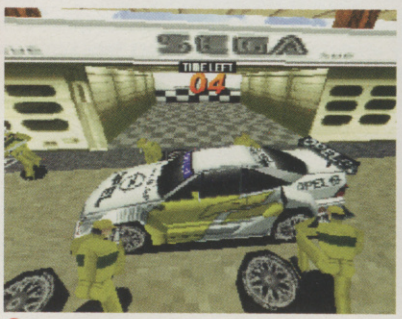
Another new feature is the option to drive longer races. A good idea, since the arcade races are often over far too quickly. In this new grand Prix mode, you'll have to pay attention to damage inflicted on your car and tyre wear. Should your performance drop because of the extra burden placed on your motor, you'll have to make full use of the pit. Yes, the pit lane that always used to provide a problem (when computer drivers bump you into it, during an arcade race), now plays an important part during these longer races.

NEW LIFE FOR OLD FISH

The growing trend these days is to include lots of console only extras to conversions of arcade titles. *Touring Car* is no exception. Featuring extra circuits, more cars and quite a few secrets, as far as extras go – this lot isn't bad. The Saturn mode plays host to an extra circuit, which is great for speed freaks. There's also the opportunity to tinker about with your cars on the set-up screen. Here you can make the cars perform to your needs. There are two famous secret cars to drive, from a game mentioned elsewhere on this page. The best addition of all, and a great innovation, are three time-released circuits. These appear for 24 hours, on set days only. The idea is to Email Sega with your best time, and claim huge fame and fortune in the process. The first time-released circuit appears on December 24th!



Get near a bridge and the graphics will go into super-jerk vision mode.



We don't want the windows washed!

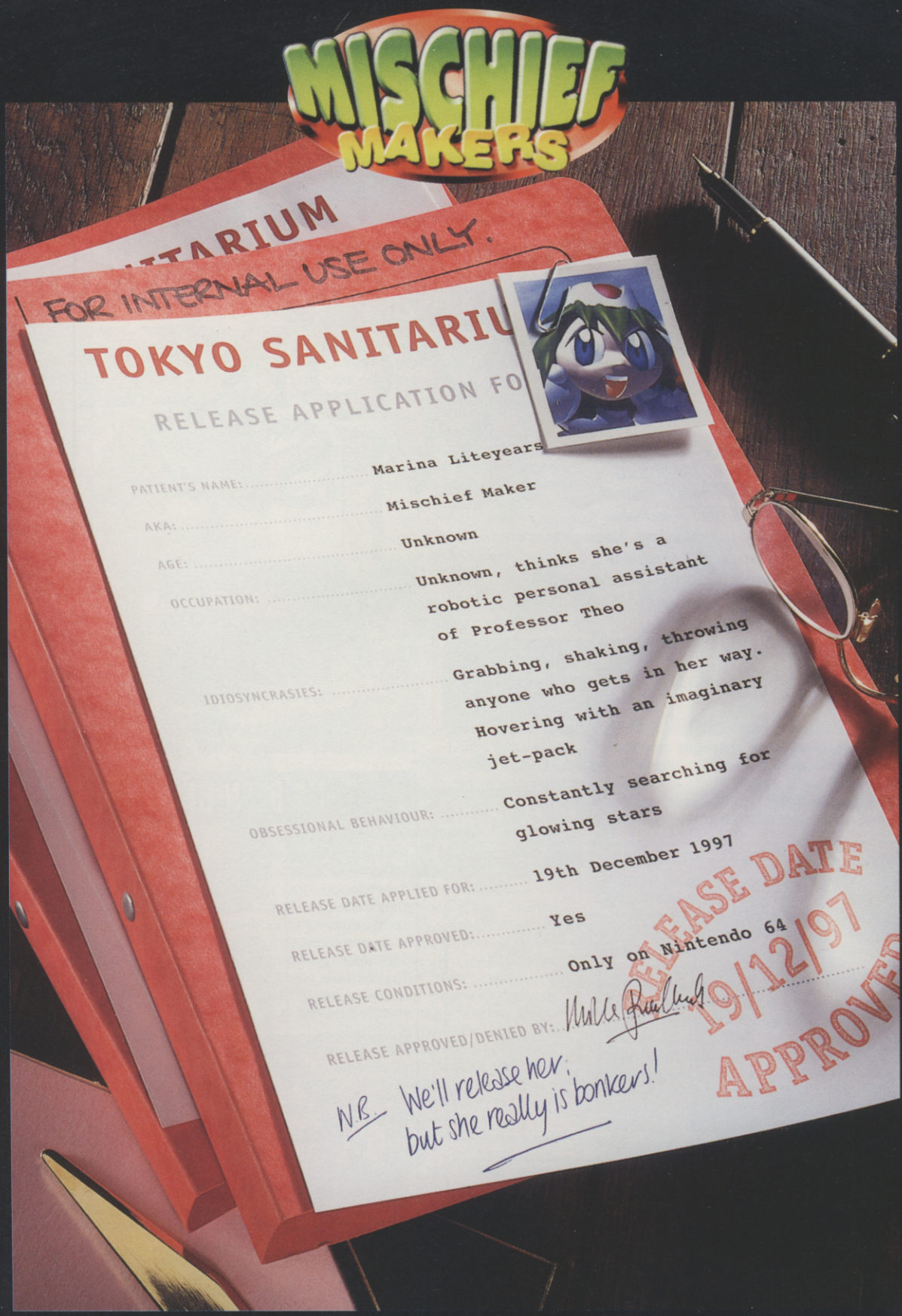
CVG OPINION

While Sega's arcade divisions have spoilt us rotten in the past, the first half of 1996's titles were not the best they've produced. Unfortunately for Saturn owners, we're only now seeing the end result of this poor period. This year's Saturn arcade conversions have offered us nothing new, and nothing that is better than the games we've already got. I can understand the reasons behind converting a hit game across to a console, but a poor game and the feeling is "why bother?" There were great expectations from many that *Touring Car* would finally prove to be a *Rally* beater, but I'm afraid that couldn't be further from the truth. The effort has been made in the Saturn extras department, but the game itself is really disappointing. Every cloud has a silver lining, and judging from this year's arcade titles, next year should be very good indeed.

ALEX HUHTALA

RATING

The arcade conversion machine blows a gasket, and hits a sticky patch. Touring Car may please fans of the original, everyone else should go and get Sonic R.



90%
N64 MAGAZINE

FRANTICALLY SILLY HIGH-SPEED GAME-PLAY ACROSS 50 LEVELS...IT'S BONKERS!

NINTENDO®64

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

TM, ®, AND N-CUBE ARE TRADEMARKS OF NINTENDO CO., LTD. © 1997 NINTENDO CO., LTD. © 1997 TREASURE/ENIX. LICENSED TO NINTENDO CO., LTD.

HIGH FIVE!
HIGHEST CVG RECOMMENDATION

PC CD ROM

ADVENTURE | BY LUCASARTS | OUT NOW | 1 PLAYER

- PRICE £29.99
- PC PREDECESSOR AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 2 CDS
- RELEASED BY VIRGIN TEL 0171 368 2255

The greatest adventure trilogy ever is now complete. And we're not talking Star Wars here.

THE CURSE OF MONKEY ISLAND™

***The Secret Of Monkey Island* was called "the best game ever" by many until the release of *Monkey Island 2: LeChuck's Revenge*, which took the title away from it. So it's no surprise to find that the third game in such a highly-regarded series is in such demand already. *The Curse Of Monkey Island* follows the hero of the series – failed pirate Guybrush Threepwood – on his crusade to win back Elaine Marley, the love of his life. Normally that wouldn't be too much of a problem, but this is a *Monkey Island* game, remember.**

AAR, IT BE DEAD SIMPLE TO PLAY, AN' RIGHTLY SO

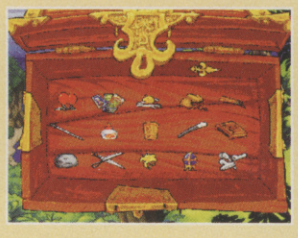
The game interface has been simplified from the first two *Monkey Island* games, making it less annoying to play. Previously you had a selection of actions in the bar at the bottom of the screen which you selected along with items to make an action sentence. Now it's a lot simpler, with an interface more like Lucasarts' other recent graphic adventures.

PIECE OF EIGHT

As you move the regular mouse pointer around the screen it changes red to indicate items that can be used. Pressing and holding the left mouse button brings up a gold coin with three actions on it. The hand lets Guybrush pick things up, use, take, push, open them and so on. The eyes on the skull in the middle are for examining and reading things, and the parrot head is for talking, eating, and even blowing things.

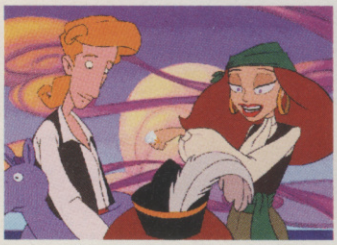
DEAD MAN'S CHEST

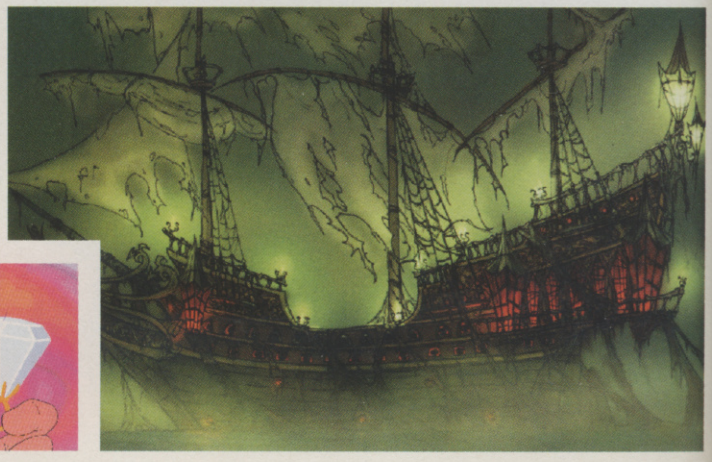
Pressing the right mouse button at any time brings up a big wooden chest containing all the items you're currently carrying. It's very simple to use – you just click and drag whatever you want to use into the playing area and put it where you want. You can also use the coin symbol on any item in your inventory.

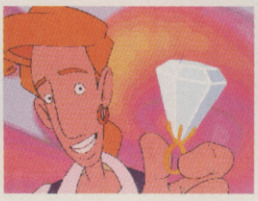


I'S BEEN HEARIN' STORIES.....

The fantastic hand-drawn introduction sequence begins with our hero, Guybrush Threepwood – the young pirate that we led to stardom in the previous two games, floating lost at sea in a dodgem. Play *Monkey Island 2* if you want to know why. Just as he's giving up all hope of surviving he drifts right into the middle of a battle, which coincidentally involves the evil undead pirate LeChuck attacking Governor Elaine Marley's fort on Plunder Island! Naturally, LeChuck isn't happy about Guybrush killing him twice and locks him up in the hold of the boat. Your first task is to escape from LeChuck's boat and save Elaine before the zombie pirate can steal her away forever!

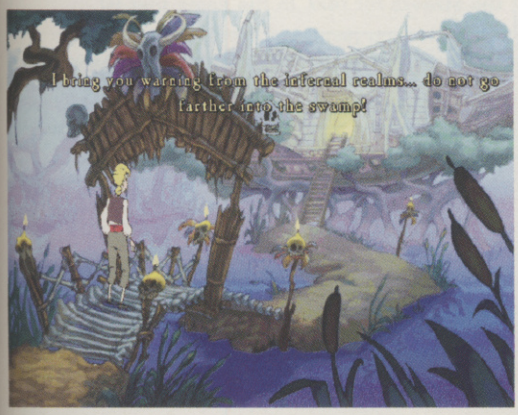






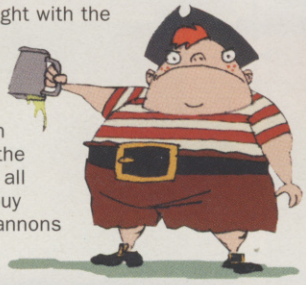
A RIGHT GOOD LOOKIN' UN

The Curse Of Monkey Island features some of the best graphics ever seen. The hand-drawn backgrounds and characters are easily good enough to feature in a proper animated movie, and the amount of detail is truly astounding. The in-game characters look identical to those in the video sequences, making the whole thing blend together perfectly. The cut-scenes are magnificently drawn and really show off the amount of character that everyone in the game has. There are also some great 3D rendered models which blend into the cutscenes just right.



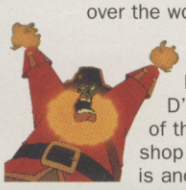
THERE BE LOADS TO DO IN THIS 'ERE GAME

As well as the usual point and click sections of other graphic adventures, *The Curse Of Monkey Island* also has the occasional alternate section to break things up a bit. The biggest of these sections is Chapter Three out of the five in the game. Once you've assembled a crew (and managed to stop them singing sea shanties!) it's off to do battle with the evil Captain Rottingham. Your map shows the location of nearby ships, and getting right next to them takes you into battle mode. Use the wind to get next to the enemy ship, shoot them with your cannons and get on board! Here you must swordfight with the captain using clever rhyming insults and retorts which you need to learn on the way. Win the swordfight, steal all their booty and buy more powerful cannons from Plunder Island!



I DON'T BE LIKIN' THE LOOK OF 'IM

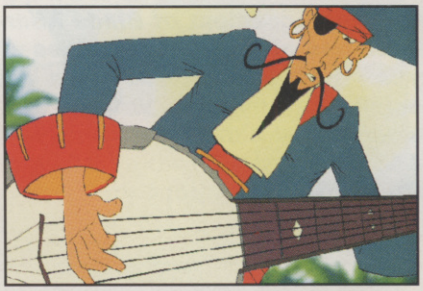
The thing that always made the *Monkey Island* games stand out from the crowd of dodgy graphic adventures was its excellent collection of characters. Some are carried across to the third game, making cameo appearances that fans will especially appreciate. One new character who appears right at the start is Murray – an evil talking skull who has recently lost the rest of his body (it was your fault). Every now and then he turns up with another fiendish scam to take over the world which is obviously not going to work because of his lack of body. D'oh! The mad owner of the fried chicken shop on Plunder Island is another favourite.



This guy lives in fear of El Pollo Diablo – a 7ft chicken who doesn't like his medieval version of KFC. It's funny. Honest it is.

This is where you first come across Murray the demonic skull. Scary or what?

At the start of the game you get to use LeChuck's cannons to take out his crew in their smaller boats!



This section is like a mini-game of its own. If you've seen the movie Deliverance you'll particularly appreciate it.

CVG OPINION

Aaaah. *Monkey Island*. Brings back memories of swapping 13 Amiga disks backwards and forwards for months on end. The first two games are magnificent and even though the original creator, Ron Gilbert, wasn't involved in the third, it's still fantastic! The graphics are certainly some of the best 2D we've ever seen, with amazing hand-drawn animation for all of the excellent characters. The sound is particularly brilliant as well, with Lucasarts' IMUSE music which changes as you play – something noticeably lacking from *Jedi Knight*. The sense of humour is as great as ever, with tons of little details that prove the dedication of the designers. And the game is bigger than most other adventure games, with five sections which get bigger as you go on. Each of the sections has different objectives, locations and even little sub-games to keep your interest up. There are masses of fans of the series like me who will go crazy for *The Curse Of Monkey Island*, but it's not essential to have played the other games to be able to get into this one. A beautiful, massive adventure game with a great sense of humour. Essential. ED LOMAS

HIGH FIVE!

RATING 7 7 7 7 7

A classic graphic adventure game which can easily consume your social life for months. Do yourself a favour – let it.

PC CD ROM | ADVENTURE | BY WESTWOOD | OUT NOW | 1 PLAYER

- PRICE £34.99
- NO OTHER VERSIONS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 4 CDS
- RELEASED BY VIRGIN
- TEL 0171 368 2255

Two months ago we gave you the first look at this amazing game. Now, in a fraction of a replicant's lifespan, comes the review.

BLADE RUNNER™

Three years in the making – *Blade Runner* has finally arrived. Though the word 'finally' may be inappropriate. Until this Summer nobody knew the brains behind *Command & Conquer* were working on a top secret game that would revisit a classic movie from 1982. If we'd known about the game back at its inception, the anticipation would surely have been too much. As it's happened, the announcement of *Blade Runner* has been one of the best surprises of the year. The finished game plays like a sequel to the movie. With all the familiar scenes, and characters being revisited. All that you need to play it is a monster PC and plenty of popcorn.

A NEW LIFE AWAITS YOU...

Los Angeles 2019. You are Ray McCoy, Blade Runner, assigned to hunt down illegal replicants (androids that are prohibited from Earth). You have orders to shoot to kill any replicants. This is not called murder, it is called retirement. Your first job is to investigate a vicious case of animal murder. Real animals are a rare luxury, replicants may be involved.

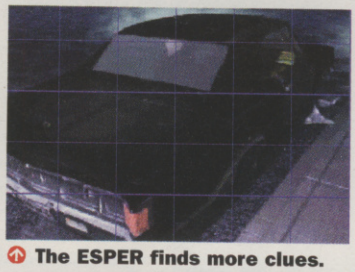
Try out this target range before heading into the streets for real, in the game that is!

WAKE UP, TIME TO DIE

Perhaps the strongest part of the game is its feeling for the original film. The designers have got the look, and sounds spot on. The familiar Vangelis music plays at key moments. You get the same opening sequence, except here it's all done with rendered graphics, and even cast members from the film have returned to provide voices. Much like the movie *Back to the Future 2* where Marty McFly returned to events that we'd witnessed in the original film, the same happens in *Blade Runner* the game. It's set at the same time as the movie, so you'll even bump into Leon and Rachel, Chew and JF Sebastian, all voiced by the original actors. Westwood also contacted Syd Mead who contributed much to the look of the film, and provided designs for the game.

This guy's thespian delivery is very funny.

Is she a replicant?



The ESPER finds more clues.

The map from your spinner.

EYES, JUST DO EYES

The look of *Blade Runner* is simply astounding. The designers have used a similar approach to that which Squaresoft used in *Final Fantasy VII*. Renders, full-motion video and a large amount of polygons have all been mixed together to give the game a definitive look. Rain and lighting effects are then added, as well as moving parts to backgrounds. The police spinner (flying car) is used to get around the town. When the spinner arrives at a location the 'camera' moves around as if this were a real film. This feeling for the film and even the novel it was based on pops up again and again while you're playing. The end result is hard to criticise.

Chew is a tough cookie to question, but if you tell him he's in danger, he'll soften up.

YOU KNOW WHAT A TORTOISE IS?

As in the film, there are a number of machines to help search for clues and detect replicants. The Voigt-Kampf is a machine which measures emotional responses to tricky questions. All Replicants are planted with false emotions, so the VK is like an emotional lie detector.

The ESPER (don't ask us what it stands for) is a photograph analyser, that allows you to search pictures for clues. It is possible to zoom in on images and also to pan around them. Often the clues will be hidden behind other objects, or you may just want a better view of a suspect.

KIA is short for Knowledge Integration Assistant. Basically this is a computer where all your clues are stored and arranged. Not only information that McCoy has found, but all other Blade Runners. By downloading information from the mainframe at police HQ, you can pick up clues you may have missed.

Eh? It's the batcave!

McCoy goes sniffing around for clues.

TOO BAD SHE WON'T LIVE...

There are over 70 characters in the game. All of them have their own Artificial Intelligence (AI). Questioning certain characters triggers off events later in the game and at specific moments the story can split into many different paths. Failure to retire a replicant in one scene will result in an encounter with the replicant later. In the meantime though, that replicant may pass on information to other characters in the game. Because of this AI, it is actually possible to trick replicants. In one game we played, McCoy killed several humans, tricking the reps into thinking McCoy was on their side. Then we went and retired the replicants as well.

McCoy does his best Columbo impression while with this potential replicant.

Now he's tied up with a gun to his head. Whatever next?

CVG OPINION

Westwood have done the unthinkable. To take one of the best films ever made and turn it into a game that is worthy of the title is no small feat. However, their obvious love for the movie may have harmed this 'game' in a way. It seems that *Blade Runner* may have been too big a license to tackle and what we are left with is more a companion to the movie than a game. The result is mesmerising and immersive. Once the game is finished however, you are left yearning for more. Not in terms of story, this is the game's strongest part. But, the gameplay is little more than asking questions, in the right place, at the right time. Throw in the occasional shoot-out and that's the game. The fact that it's all over (bar different twists, replicants and endings) in the first day is a shame. I still love this game, but I can't say 'you must get this', as I know many will feel let down. Westwood may have come up against too big a mountain with the license, but I can't think of anybody who could have done a better job.

ALEX

RATING

You'll be both impressed and disappointed in that order. An amazing display of graphics, story telling and use of the license, but way too short.

NINTENDO 64

MACE: THE DARK AGE

3D FIGHTING GAME
DEC RELEASE
BY ATARI
1-2 PLAYERS

- PRICE £ 44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 96 MEG CART
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791

The Nintendo 64 has a 100% disappointment rate with fighting games so far. Not one of the fair number that have been released is good enough to be worth buying (except maybe *Killer Instinct Gold*) so no-one's really expecting anything from *Mace*. It's got a great selection of characters – a Viking, an executioner, a samurai, a skeleton, a knight, something that looks like the big bug from Men In Black... and a hidden chicken. It uses similar controls to *Soul Blade*, only with Away on the d-pad being used to block. Some cool combos can be worked out if you put in the effort, but the game itself just isn't balanced enough to be worth getting right into. *Mace* is very pretty-looking and can be fun, but you'd be much better off renting than buying.

ED LOMAS

You can have some really mad battles in *Mace*. A Viking versus a giant chicken indeed!

PlayStation

COMMAND & CONQUER: RED ALERT

STRATEGY GAME
DEC RELEASE
BY WESTWOOD
1-2 PLAYERS

- PRICE £ 39.99
- PC CD-ROM VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CDS
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255

Red Alert is practically the same as the first *Command & Conquer*, only it's set in an alternate World War Two where the Allied Forces are battling against the Soviets. As such it has loads of new vehicles, structures and tactics to go with it. This conversion of last year's PC game is practically spot-on in terms of graphics, with the added bonus of translucent menus and explosions. The PlayStation game even features extra levels not in the original PC release, as with the first *C&C*. A link-up two-player mode and PlayStation mouse support are now available. If you haven't got a mouse, the joypad can be a real pain as you can't move your pointer quickly and click to send troops or attack. It often cancels your selection as you MUST keep the pointer still as you press the button – annoying, but not a big problem. Red Alert is certainly the best strategy game on the PlayStation this Christmas. **ED LOMAS**

A single Mammoth Tank can wipe out small bases in no time at all. Build loads straight away.

PlayStation

CRITICAL DEPTH

BATTLE GAME
DEC RELEASE
BY SINGLETRAC
1-2 PLAYERS

- PRICE £ 39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791

The easiest way to describe this game is as *Twisted Metal* with submarines. The idea in the main game is to collect a set number of pods, then go to the exit. Thing is, the other characters are trying to do the same. Shooting someone enough times makes them drop the pods they are carrying, ready for you to pick them up. You choose your character from a wacky selection, ranging from the CIA in their futuristic stealth submarine to something that looks like the robotic fish from Stingray. The full-3D movement is good fun, as you can swim straight up and jump out of the water, then dive down on top of battling enemies below. The most annoying thing when playing the computer is that as soon as you collect a pod they're onto you, chasing you to the end while battering you with shots. The game is pretty ropey overall, but has some highlights including the two-player mode. **ED LOMAS**

You get extra points for battering people with multi-hit combos. Quickly grab the loose pod!

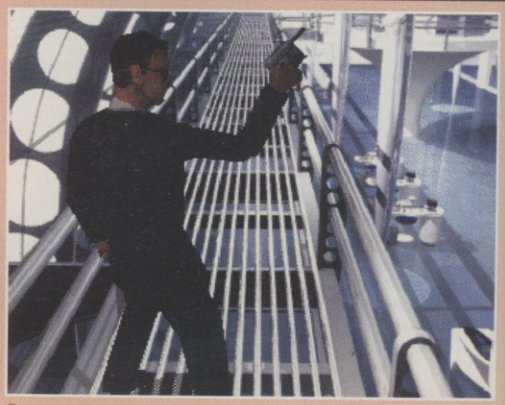
PC CD ROM

MEN IN BLACK

ACTION ADVENTURE
OUT NOW
BY GIGAWATTS
1 PLAYER

- PRICE £ 34.99
- NO OTHER VERSIONS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GREMLIN
- TEL 01142 753423

One of the biggest movie licences of the summer which automatically constitutes a terrible game right? Wrong. For once, a movie tie in comes along that doesn't have characters running through a scrolling city beating everyone up. Instead, *Men in Black* goes for a *Resident Evil* style style affair, and manages to pull it off quite successfully. The backdrops are very well done indeed and don't require any flash 3D cards. The animation suffers a little however (the characters walk like they need the toilet), but you do get used to it. You track through the streets of New York, before being entered into the world of the Men in Black, and the game really starts. Over 200 locations are there to explore, loads of puzzles to solve and a rock hard difficulty setting, which can also be frustrating. It's a very smart movie tie-in and one I can recommend. **STEVE KEY**



Take a walk with me, take a walk with me, take a walk with me, now freeze! Woo-hoo-yeah!

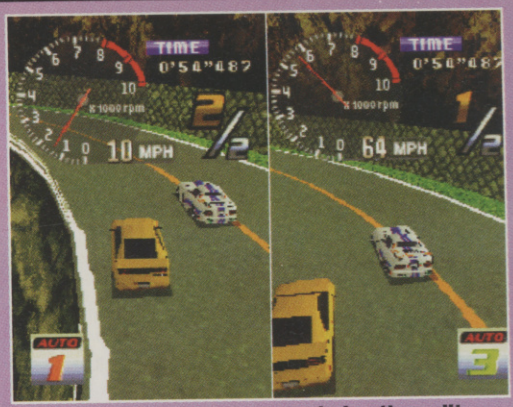
PEAK PERFORMANCE

Peak Performance does not try to be clever with the graphics. It doesn't run thousands of polygons a second. It just goes for speed and gameplay. Or so we're told. Speed it certainly does have, but the gameplay to go with it? Unfortunately not. Granted, *Peak Performance* does have some good points. For example, it has loads of vehicles for you to race as – most of which have to be earned – increasing the chances of playtime. But at the end of the day, it's just too annoying to play. The two player mode is an absolute joke. It stays as both cars on one screen until a driver gets too far ahead, when it splits into two screens. The trouble is, if you are near the edge of the track, you get lost in the picture and your car isn't on screen at all. Oh dear.

STEVE KEY

RACING SIM
OUT NOW
BY JVC
1-2 PLAYERS

- PRICE £ 39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY JVC
- TEL 0171 240 3121



Rent *Peak Performance* and play the split-screen mode simply to laugh at how bad it is.

FORMULA KARTS

Karting, the sport for young joyriders who can't wait to get behind the wheel. *Formula Karts* is an accurate and competitive translation of the sport onto PlayStation. The karts handle realistically, with that familiar hairdryer noise for an engine, and the impression that you're going a lot faster than you actually are. The 10 courses on offer are of the twisty, bendy variety. Surprisingly short, but wide in places. It's the AI though that really makes this game surprisingly good. The computer drivers just never give up. Most racers leave you with a feeling that all the other drivers in the game are on rails, but here if you manage to edge in front of someone, you've got a battle on your hands. The karts are also quite slippery and skiddy to control, and keeping the racing line can be difficult. The only let down are the graphics and longevity. Give it a try and you could be surprised. **ALEX HUHTALA**

RACING
OUT NOW
BY MANIC MEDIA
1-2 PLAYERS

- PRICE £ 44.99
- SATURN AND PC VERSIONS AVAILABLE
- NO VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY TELSTAR
- TEL 017923 222 232

Go onto two wheels and drive along the arrows on the wall for a speed-up. This is a lie.

NIGHTMARE CREATURES

Nightmare Creatures has been in development for quite some time. Every time we've looked into its progress, the game has got better and better. Now comes the time for its release, and something has gone horribly wrong – they forgot to put the controls in! Yes, what's the point of a beat 'em up set in a free roaming 3D environment if the game suffers from poor controls and a dodgy combat system? Both available characters offer nothing radically different, as you roam the Victorian streets in search of the demons of the night. Yet when you encounter these foul beasties, you're just aching to perform some new moves that sadly never arrive. There are also problems with poor camera angles, glitchy gameplay, and terrible enemy AI that allows you to perform the same move on them for a fast defeat. In a word, this is flawed with a capital F. **ALEX HUHTALA**

BEAT 'EM UP
OUT JANUARY
BY KALISTO
1-2 PLAYERS

- PRICE £ 39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600

We work in London and it's just like this every night on the way home. And at the office.

MONOPOLY STAR WARS

The Star Wars franchise continues, this time with a PC version of the hit board game. Yes it's Monopoly, but with a Star Wars twist. All the usual rules of Monopoly apply, and this plays exactly the same as the board game. The addition of movie clips and rendered characters doesn't add an extra dimension, but it looks nice. Some sequences are quite amusing, like Darth Vader dropping to his knees and groaning as he lands on someone's property. Unfortunately, these sequences take an age to load, and slow down the game immensely. The negotiating screen is also confusing, and the computer AI very tight when trying to put together deals. If you've already got the board game, there's little point in making this extra purchase. For some reason Chewbacca always wins. Perhaps that famous line from the original film bears some light on this odd fact. **ALEX HUHTALA**

BOARD GAME
OUT NOW
BY HASBRO INTERACTIVE
1-6 PLAYERS

- PRICE £ 34.99
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY HASBRO
- TEL 0181 744 5783

Why are these three standing around watching a movie? They should be fighting each other!

WANTED

FOR CASH OR EXCHANGE

CONSOLES
COMPUTERS
GAMES

RETRO & MODERN

Bring (& official ID with address & signature) or send by post with SAE for cash to:

COMPUTER & GAMES EXCHANGE
65 Notting Hill Gate, London W11 3JS 0171 221 1123

NOTHING LEGAL REFUSED!

OPEN 7 DAYS 10am - 8pm LARGE SELECTION ON SALE

SEGA SONY JAGUAR AMIGA PC ST CD-I NINTENDO

ARCADIA

COMPUTERS, CONSOLES, GAMES AND REPAIR SPECIALIST, SINCE - 1991

☆ CONVERSIONS ☆ REPAIRS ☆ UPGRADES ☆ RETUNES ☆ FULL SERVICE AVAILABLE WHILE U WAIT OR BY POST (48HR) FREE QUOTATION ON ALL NEW / RETRO / USED:-

☆ CONSOLES ☆ COMPUTERS ☆ GAMES ☆ DEVICES ☆ ALSO T.V/VIDEO PROJECTORS ☆

SPARES ALSO AVAILABLE FOR ALL SYSTEMS NEW / RETRO / USED:-

☆ POWER SUPPLIES ☆ CD DRIVES ☆ BOARDS ☆ ETC ☆ (TRADE REPAIRS WELCOME) ☆

WE ALSO STOCK A LARGE SELECTION OF NEW / RETRO / USED:-

☆ GAMES ☆ COMPUTERS ☆ CONSOLES

WE BUY:- CONSOLES ☆ COMPUTERS ☆ GAMES ☆ LARGE SCREEN TV ☆

☆ PROJECTION SYSTEMS ☆ SPARES FOR $$CASH$$

BUY ($$CASH$$) + SELL + TRADE + TRADE-INS + REPAIRS

(0113) 231 9845

MOBILE NUMBER 0589 054306 (anytime)
143 TONG RD., ARMLEY, LEEDS LS12 1QJ
OPEN EVERY DAY INCLUDING SUNDAY, EXCEPT TUESDAY - CLOSED ALL DAY

RETRO CLASSIX

Dedicated to Gamers and Collectors

Welcome to the time-Machine

A monthly fanzine packed with information and reviews, RC brings you the fascinating World of Retro. All classic micro/consoles and games covered, ie, Arcade, Statagy and Adventure together with user info' and values. Plus classic fantasy/sci-fi Role playing Games. Included also is a computer repair service and a catalogue listing 1000's of items for sale.

ISSUE SIX OUT NOW!

AQUARIUS: ATARI: APPLE: COMMODORE:
DRAGON: ELECTRON: INTELLIVISION:
JUPITER ACE: MEMOTECH: MSX: ORIC:
SPECTRUM: TEXAS: VECTREX: ZX80/81

To receive your copy please send cheque or PO for £2.50 (incl p&p) made payable to 'G HOWDEN' care of: RETRO CLASSIX (CVG), 4 CHATTERTON AVENUE, LINCOLN LN1 3TB

to advertise in Computer & Video Games call Kathryn on 0171 972 6718

WAREHOUSE

PO BOX 169, WYCOMBE
HP13 7UU ENGLAND

ALL N64 Accesories
Mini SNES
PSX converters
Sinagpore PSX CDs
Hardware for freax!
Best PS: Sam USA, Mr Ball
Plus LOTS more!!!

07000 780651

RETAIL & TRADE PRICES
COD AVAILABLE

ROSS RECORDS

Games & Compact Discs

We are an official Playstation Centre
Also Saturn, Megadrive, Nintendo.

Games on all systems start at
£9.99 / New CD's from £10.99

Over Ten thousand CD's in each of our outlets in Ports / Waterlooville

The biggest selection of secondhand games and CD's in the area.

Fantastic Bargains and deals.

(Buy, Sell & Exchange - Games, CD's Consoles)

PlayStation Value Pack £128.99
NEW Nintendo £97.99
£5 off the first game purchased with console

TRADE INQUIRIES WELCOME

13 Kingston Road, Portsmouth, Hants PO1 5RX
TEL: (01705) 830955

Open 10am - 6pm Seven Days
Most Cards Taken!

15 Wellington Way. Waterlooville, Hants PO7 7ED
TEL: (01705) 267519
FREE parking at rear

ASA ☑
KEEPING
TABS
ON ADS

THE ADVERTISING STANDARDS AUTHORITY 2 TORRINGTON PLACE LONDON WC1E 7HW

PROJECT K

Tel: 0181 508 1328
Mobile: 0973 139 144
Fax: 0181 508 3845
Email: project@dircon.co.uk

THE SEEDBED CENTRE, LANGSTON ROAD, LOUGHTON, ESSEX, IG10 3TQ

PLAYSTATION imports

JAP Feedback Pad	CALL
Arcade Recoil Light Gun	CALL
USA Final Fantasy VII	£45
JAP Dead or Alive	CALL
JAP Dragonball GT	£40
JAP Metal gear Solid	£60
JAP Xenogears	CALL
US Resident Evil 2	CALL
US Ninja	CALL
US Street Fighter EX	£40
US Grand Theft Auto	£42

SATURN imports

Import White Saturn	CALL
Universal Convector	£20
Analogue Pad	£25
RAM Cartridge	£17
JAP Marvel Pro Wrestling	£50
JAP Streetfighter Collection	£40
JAP Last Bronx	£45
JAP Touring Cars	CALL
JAP Sonic R	CALL
JAP Dead or Alive	CALL

NINTENDO 64 imports

Import N64, Scart, Pad and Power Supply	CALL
UNIVERSAL Import N64 Scart, Pad + Power Supply	CALL
Universal Convertor	£15
Jolt Pack + Memory Card	£20
JAP Baku Bomberman	£49
USA Goldeneye	£50
JAP Top Gear Rally	£52
JAP Mario or Wave Race Jolt	£45
USA Mission Impossible	CALL
USA Diddy Kong Racing	CALL
USA Duke Nukem	£50
USA Lamborghini	CALL
JAP F Zero	CALL
JAP Yoshi Island	CALL

GAMING MERCHANDISE AND ANIME imports

Final Fantasy Music CS's	£16
Final Fantasy VII Cuddly Models	£12
Final Fantasy VII 3" Models from	£11
Final Fantasy VII 5" Models from	£19
Bomberman Models from	£14
Art of Fighting (English Subtitles)	£16
DBZ Broly Experiment (E-Sub)	£16
DBZ Broly Returns (E-Sub)	£16
My Neighbour Totoro (E-sub)	£16

SEND FOR LISTING OF IMPORTS

ADD £2 per item for P&P and £10 for machines (Courier insured Delivery

For a free price list of imported games, accessories and Merchandise sens a SAE to PROJECT K, The Seedbed Centre, Langston Rd, Loughton, Essex IG10 3TQ

OAKLAND CONSOLES

IMPORT SOFTWARE SPECIALISTS

THIS MONTHS NEW RELEASES:

N64 JAP AND USA: WILD CHOPPERS - HIRYU NO KEN TWIN - SUPER ROBOT SPIRITS - DUAL HEROES - CHAMELEON TWIST - SNOWBOARDING - YOSHI'S STORY - VIRTUA PRO WRESTLING - LEGEND OF ZELDA - SPACE DYNAMITE - AND MORE!! SPECIAL X-MAS OFFER MRC + GOEMAN 5 - £75 THE PAIR

PSX JAP AND USA: EINHANDER - PUYO PUYO ULTIMATE - CYBER BOTSU - GALLOP RACER - GRAND TOURISMO - STAR WARS MASTER OF TARAS - WARHAMMER DARK OMEN - BEAST WARS - FIFA 98 - THE MASTER FIGHTER - AND MORE!!

SATURN JAP AND USA: CROC - MASCAR 98 - STREETFIGHTER VS. X MEN - LUNAR SILVER MAMUKA CORE - BOMBERMAN FIGHT - SHINING FORCE 3 - GRANDIA - SONIC R - CHAOS SEED - FARLAND SAGA - VIRTUA MOTOR-BOAT RACE - AND MORE!! SPECIAL X-MAS OFFER 1 FREE SATURN TITLE WITH EVERY SATURN TITLE BOUGHT!

10 YEARS EXPERIENCE * RARITIES AND HARD TO FIND TITLES A SPECIALITY * ALL PLATFORMS COVERED *
FOR ALL NEW RELEASES ASK FOR DAVID * INSURANCE QUOTES SUPPLIED FREE OF CHARGE *

MAIL ORDER DETAILS: OAKLAND CONSOLES, 26 EAST VIEW, MIDDLEPORT, STOKE ON TRENT, ST6 3LX

TEL: 01782 857624 10am - 10pm 7 DAYS A WEEK

ENTERTAINMENT XS

ENTERTAINMENT XS
PO BOX 342
PORTSMOUTH
PO1 5SJ
TEL: (01705) 711467

MAIL ORDER
FREE P+P

LOWEST PRICES AROUND WITH THE BEST SERVICE

NINTENDO 64 TM PlayStation TM SEGA SATURN TM

MAIL ORDER ONLY

LOADED CONSOLES

14 Medway Meadows, East Peckham, Tonbridge Kent TN12 5HJ
First with imported games and machines

Neo Geo CD Pack (with four games) £299.99
Neo Geo CD Z ..... £call
Back Catalogue Games ..... £29.99-£59.99
New releases: ..... King of Fighters 97, Shock Trooper, Pulsar II, Breakers, Pop 'n' Bounce.
We also stock a large range of Neo Geo CD and Cartridge kit

Jap 'White Flash' Sega Saturn ..... £call
USA Sega sturn ..... £call
Back Catalogue Games ..... £39.99-£59.99
New Releases: ..... Sonic R, X-Man vs Streetfighter, Dead or Alive, Touring Car

Japanese Sony Playstation (new model with two analogue pads) ..... £call
USA Playstation ..... £call
UK Playstation ..... £call
Back Catalogue Games ..... £19.99-£64.99
New Releases: ..... Gran Turismo, Metal Gear Soloid, Tekken 3, Resident Evil 2

Jap Nintendo 64 ..... £call
US Nintendo 64 ..... £call
New Releases: ..... Diddy Kong Racing, Lamborghini 64, NFL 1/4 Back Club, Mission Impossible, Yoshi's Story, F-Zero, Zelda 64

We stock a large range of used software & hardware for the Sony PlayStation, Sega Saturn & 3DO platforms.
In stock now: "NEO GEO FREAK" Jap magazine and "NEO EARTH" Neo Geo fanzine
Also we have a large stock of P.C.B. boards, Arcade Cabinates and dedicated machines.
Gamefan (US Import magazine available 1 month before UK street date) orders taken

Tel / Fax: 01622 871544 9.00am-6.30pm
0378 549398 any other time

RETROGAMES

The World's First Classic Software & Hardware Retailer

THE SECOND VOLUME

ISSUE 13 MARKS A REVAMP, CASSETTE VISION, SC3000, G&W, ITS BIGGER, ITS BETTER, ITS LATER

ISSUE 13 DEC 10th

For over two years Retrogames has been covering rare and classic consoles ignored by every other magazine. Where else could you have found out about the Sega SC3000, Epoch GPC, Coleco Telstar Arcade, Novex, Handheld Nes, Rowtron 2000, Nintendo 15, Casio PV1000, and countless more. Rare Games, forgotten facts, classic games companies, handheld games, we cover virtually every 8-bit format. Our intelligent magazine, written by the author of N64 magazine's "RetroWorld", has become a bible to classic console and games collectors across the world.

We have a proven reputation for supplying a huge variety of hardware and software, listed at the back of the magazine each month.

Over 400 Atari 2600 cartridges - from 25p
Over 1000 Spectrum games - from 25p
Over 600 Commodore 64 games - from 25p
Over 35 Formats stocked
NES, VECTRX, COLECO, ST, BBC, G&W, HANDHELDS ++

RETROGAMES £2.50 (incl. P&P)
Back issues available, full first Volume directory in issue 12

GAMEFINDER £1.00 (incl. P&P)
Full Price List of our current stock of over 3000 items, updated monthly

Cheque or Postal Orders Made payable to "J Moore", at :
RETROGAMES (CVG) : 61 BACCARA GROVE: BLETCHLEY
MILTON KEYNES : MK2 3AS 0181 203 8868

BEWARE OF IMITATIONS

RAVEN GAMES LONDON

74 BROMLEY ROAD, BECKENHAM KENT BR3 5NP
TEL: 0181 663 6810 MAIL ORDER/ CREDIT CARD LINE: 0181 663 6822 FAX: 0181 663 0046

FIRST WITH THE LATEST RELEASES

OWN YOUR OWN HOME ARCADE MACHINE
SUPER GUN DELUXE inc. JOYPAD £159.99
AS SEEN ON ITV'S BAD INFLUENCE AND REVIEWED IN THE EDGE
6 BUTTON JOYPAD £24.99
3 BUTTON JOYPAD £19.99
6 BUTTON NAMCO STICK £69.99
OTHER EXTRAS AVAILABLE - S.A.E. FOR FULL LIST -
FULL BACK UP SERVICE

P.C.B. VIDEO SHOWS LOADS OF OLD CLASSICS . £4.99 P&P £1.50

100'S OF PCB'S IN STOCK - S.A.E. FOR FULL LIST

CAVEMAN NINJA - £60 / CAPTAIN SILVER - £30 / DOUBLE DRAGON - £55 / MERCS (S) (V) - £75 / CHOPPER 1 (V) - £50 / THUNDERFORCE AC - £55 / FINAL FIGHT - £145 / DEMONS WORLD - £55 / DYNAMITE DUX - £80 / LEGEND OF KYRA - £55 / WRESTLEFEST - £65 / NEO GEO 1 SLOT - £225 / SF2 CHAPION - £85 / PACMANIA (V) - £85 / BLADE MASTER - £75 / GANG WARS - £40 / RAMBO 3 - £50 / EURO FOOTBALL CHAMP - £35 / COMBAT SCHOOL (NEEDS ROLLERBALL) - £45 / MYSTIC RIDERS - £85 / NBA JAM - £100 / BELLS WHISTLES (V) - £75 / P47 - £70 / TWIN COBRA (V) - £75 / SHINOBI - £85 / LEGEND OF HERO TONMA - £85 / WONDERBOY - £95 / SLAP FIGHT (V) - £75 / VULCAN VENTURE - £95 / RYGAR - £80 / FORMATION F (V) - £65 / TYPHOON (V) - £75 / FINAL ROUND - £50 / VIEWPOINT (NEO) - £95 / ROLLING THUNDER - £95 / ALTERED BEAST - £65 / XEXEX (RARE JAP VERSION) - £75 / SOUL EDGE - £325 / TRUXTUN 2 (V) - £155 / COSMIC COP - £70 / PRE HISTORIC ISLE - £95 / MINO SLEENA - £45 / MARIO BROS - £75 / E SWAT - £65 / COBRA COMMAND - £45 / HAMMERING HARRY - £70 / THUNDER-CROSS 2 - £95 / JAIL BREAK - £65 / GRYZOR (V) - £65 / VICTORY ROAD (V) (S) - £65 / SKY SOLDIERS (V) - £45 / NEW ZEALAND STORY - £95 / DODGE BALL - £55 / FINAL BLOW - £45 / KLAX (V) - £45 / SHOGUN ASSASSINES - £65 / TETRIS (V) - £55 / WORLD CUP 90 - £25 / RACK EM UP (V) - £35 / ALPHA MISSION 1 (V) -£40

NEO GEO / CD ROM / CD Z ..... £274.99.INC S.S.II

NEO GEO

JOYSTICKS / PADS / ALL ACCESSORIES AVAILABLE .PLEASE RING

LATEST SOFTWARE

PULSTAR 2	.1998
METAL SLUG 2	.1998
GHOST LOP (CD)	.PLEASE RING
KING OF FIGHTERS 97 (CD)	.£69.99
WAKU WAKU 7 (CD)	.PLEASE RING
BREAKERS (CD)	.£64.99
SAMURAI SHOWDOWN 4 (CD)	.£64.99

SPECIAL OFFERS

HORSE RACING (CD)	£14.99
FATAL FURY (CD)	£14.99
TOP HUNTER (CD)	£14.99
SAMURAI SHOWDOWN II (CD)	£24.99
WORLD HERO II JET (CD)	£14.99
FATAL FURY II (CD)	£14.99

LOADS MORE AVAILABLE - S.A.E. FOR FULL LIST

NINTENDO OFFICIAL BEAN BAG TOYS £6.99
MARIO / YOSHI / BOWSER / DONKEY KONG

SEGA SATURN

SEGA SATURN JAP/USA/UK/ NEW WHITE SATURNS .....PLEASE RING
50/60HZ CONVERSION - PLAY ANY GAME (NO BORDERS) . .£44.99 P&P £10
STEERING WHEEL / JOYSTICKS / JOYPADS / CONVERTERS / ACTION REPLAY / ANY LEADS (MADE TO ORDER) / JAPANESE MAGAZINES / S.A.E. FOR FULL LIST

LATEST SOFTWARE - JAP/USA/UK

SFII V XMEN / 3 WONDERS / QUAKE / SONIC R / MAGIC KNIGHT / RAY EARTH / LAYER SECTION 2 / DEAD OR ALIVE / VIRTUA WRESTLING / SF2 COLLECTION / GRANDIA / BUBBLE BOBBLE SYMPHONY / FIFA 98 / POLICENAUTS / SAMURAI SHOWDOWN 4 / NBA 98
S.A.E. FOR FULL LIST

PC Engine

PLEASE RING FOR LATEST HARDWARE
PC ENGINE HAND HELD / ADAPTORS / COLOUR BOOSTERS / CD ROM / SYSTEM CARDS / TIPS REVIEW BOOK / + MORE / 100'S OF HU CARDS + CD'S IN STOCK (ALSO SECOND HAND)
S.A.E. FOR NEW UPDATED LIST

Nintendo /SNES

HAVE YOUR SNES CONVERTED TO 50/60HZ
(NO BORDERS-FULL SCREEN) ..... £34.99 P+P£6
SONY PLAYSTATION JAP/USA/UK MACHINES .....IN STOCK

PlayStation

STEERING WHEELS INC. PEDALS + GEARSTICK .....IN STOCK
JOYPADS / MEMORY CARDS / THE GLOVE / ALL ACCESSORIES .IN STOCK
ERAZUR GUN (GUNCOM) £29.99
NEW VERSION ANALOG PAD .....IN STOCK

SONY LATEST SOFTWARE JAP/USA/UK

GRAN TURISMO / DUKE NUK EM / SF2 COLLECTION / TOKI CAR / TEST DRIVE 4 / SF11 EX PLUS / MOTO RACER / TOMB RAIDER 2 / JET MOTO 2 / VS / DEATH-TRAP DUNGEON / RED ALERT / GEX / ALUNDRA / BIO HAZARD DIRECTORS CUT / FINAL FANTASY TACTICS / FIFA 98 / FRONT MISSION ALTERNATIVE / NAMCO ENCORE / THEME HOSPITAL / SKULL MONKEYS / TACTICS OGRE

NINTENDO 64 USA / JAP / UK MACHINES - IN STOCK
PLEASE RING FOR LATEST HARDWARE PRICES

LATEST SOFTWARE

DIDDY KONG RACING / LAMBORGHINI CHALLENGE / BOMBERMAN / GRETZKY 98 / SNOW BOARDING / DUKE NUKE EM / NFL 1/4 BACK ATTACK / WCW / PUYO PUYO 2 / SAN FRANSISCO RUSH

FUTURE RELEASES

YOSHI'S ISLAND / MISSION IMPOSSIBLE / FIGHTERS DESTINY / NBA POWER / FIFA 98 / WILD CHOPPERS / NAGONO OLYMPICS / MAJOR LEAGUE

ALL ACCESSORIES AVAILABLE / JOLT PACK /
JOYPADS (ALL COLOURS) / STEERING WHEEL / JAP/USA/UK GAME CONVERTERS / CLEANING KIT - £9.99 / MEMORY PAKS / JOYSTICK / RGB SCART LEADS / JOYPAD EXTENSION CABLES +
NEW STEERING WHEEL INC PEDALS + GEARSTICK + FEED BACK
SAE FOR FULL PRICE LIST

WE ALSO STOCK
VIRTUAL BOY - £49.99 inc. game/3DO /
ATARI LYNX / JAGUAR /
SEGA MEGADRIVE / HINT BOOKS /
JAPANESE MAGAZINES / USA MAGAZINES /GAMEBOY

WE ALSO DO REPAIRS AND CONVERSIONS

OPENING HOURS MONDAY -SATURDAY 10AM -5.30PM WEDNESDAY 10AM - 1PM
P&P GAMES, MAGAZINES, PADS £1.50, WE ARE NOT JUST A MAIL ORDER COMPANY COME AND SEE US AT THE ABOVE ADDRESS AND SEE ALL THE ABOVE MACHINES ON DISPLAY. *LARGE S.A.E. FOR FULL LIST. PLEASE MAKE CHEQUES PAYABLE TO: RAVEN GAMES ABOVE PRICES ARE MAIL ORDER ONLY. SHOP PRICES MAY VARY.NEXT DAY DELIVERY. TRADE ENQUIRIES WELCOME*

TOMB RAIDER II

PLAYERS GUIDE

If you thought finding The Lost Valley, lead bars and fuses in the first Tomb Raider was tricky, this guide is for you.

Core have made Tomb Raider 2 much more challenging than its predecessor. To help you battle Mr Bartolli and his henchmen; find artifacts, forever lost burial sites, and shipwrecks, read on.

TECHNIQUES

If you've practiced the Assault Course in Lara's garden, you're already familiar with some of Lara's new techniques. During the game you discover even more. Here's a recount of them all.

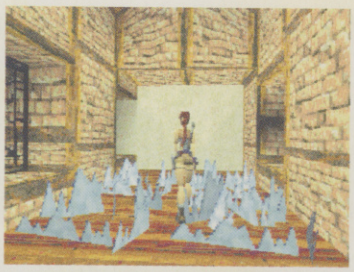
NEW MOVES

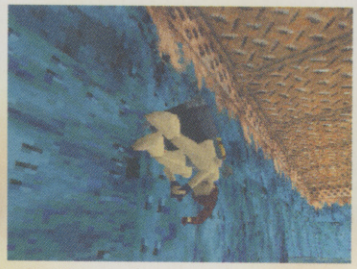
When fighting the enemies, the roll button (O) becomes very useful, as the enemies can't get a lock on Lara and she can be in a better position to shoot them.

The roll button is great when Lara is doing certain difficult jumps too: if you press circle just after the jump, she turns mid-air.

Some rooms in the game will have spikes or broken glass on the floor, Lara can get through it if you hold the walk button.

Climbing ladders – a technique Lara uses a lot – is simple, but dismounting can become tricky as you won't always be able to go up or sideways. While holding onto a ladder Lara can do a back flip to get onto a platform behind her.





Climbing onto slopes, then jumping forwards or backwards while you slide is another technique you'll find very useful.

SAVING THE GAME

It's advisable to save the game regularly, after you've killed a couple of enemies or completed a series of difficult jumps for example This way you'll also save your health, as you don't get many medical packs on later levels.

DRIVING

Once Lara arrives in Venice, she gets a speedboat. Driving it is pretty easy, the important thing to remember is how to get out of the vehicles quickly, which is done by pressing square and left or right.

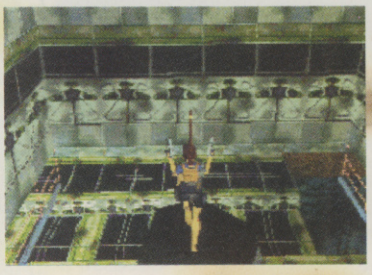
On a later level there is a snow bike. Driving it is the same as the boat, but you have to be pretty careful not to crash too often, because Lara loses health.

With both vehicles you have to watch out when you jump over objects or gaps, as they are likely to explode if dropping from a height.

WEAPONS

As in the first game, you start with a pair of pistols and a shotgun. You also get a box of flares, which prove useful as there are lots of dark places Lara visits. Your arsenal builds up fairly early in the game – automatic pistols, Uzi's, and a Grenade Launcher. However you lose everything at the start of level five when you find yourself imprisoned on the Offshore Rig. Don't despair – you get to pick up the rest of your old weapons plus a harpoon on the same level. The amazing M16's can be found on the Wreck of Maria Doria, and there's a Grenade launcher on The Deck.

LARA'S HEALTH

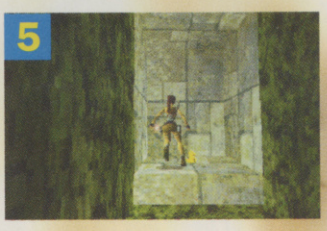


Some of Bartolli's men leave a gift when you kill them, either medical packs or ammo. As the levels get more difficult, the henchmen get tougher, and you need to use a lot of med packs to recover after encounters with them. You have to be cautious on later levels, as you won't get as many medical packs.

Sometimes you'll find a med pack in an empty room, with no sign of danger. Chances are you'll have to use it immediately because you never know what lurks around the next corner! There are also a few devious sections where the only way for Lara to progress is by falling from a great height. Lara will only survive if her health bar is full.

THE LOST WORLD TWO

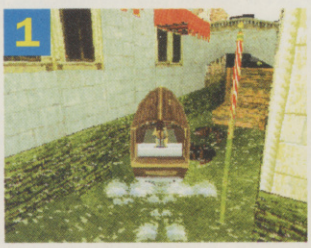
The first level – The Great Wall, is very short, but it does contain a very cool secret! Get to the cave from which you descend a long way down, on a zip line, but before you do that, turn around and face away from the edge of the cliff. Jump back and hold onto the edge.

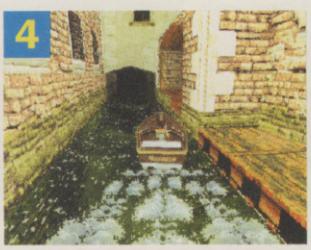


(1). Slowly manoeuvre to the far left then drop down. Just above you there is a crack, you can grab it and shimmy until you have enough space to climb up (2). Go to the end of the room, then down the ladder (3). You will end up at the bottom of the cave. By the way, there is a T-Rex waiting for you (4)! The secret can be found at the far end of the opening (5). But once you collect it, there's another surprise outside...

VENICE: THE BOAT

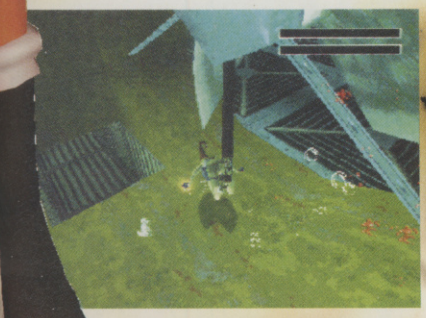
Once you get the boat and successfully navigate through a maze of underwater canals, you find yourselves in a similar maze, only above the water. What you have to do is open a couple of gates and explode some underwater mines in order to get through the main gate. The main gate stays open only for a limited period of time and by opening side gates and exploding mines you are creating a shortcut.

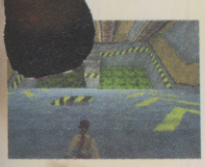




SECRETS

Each level has three secrets, in the form of small green, orange and white idols. Only when you have all three on the same level will you get more ammo and/or medical packs. Not being able to reach the green idol on The Great Wall level (it's tricky!) probably made you wonder if you'd just missed a key to the next part of the game. Well, yes – but it was 'only' a secret.



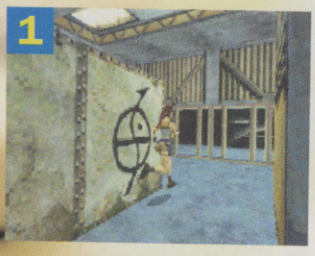


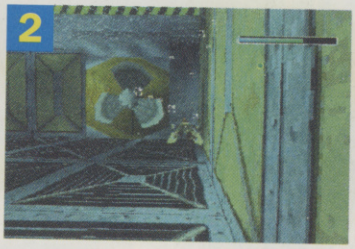
Upon entering, turn left and get out of the boat by the gondolas (1). Once you've killed a couple of bad guys, one of them will leave you a key to the Garden Door (2). Inside is a switch which will open one of the gates. Next, you have to visit a couple more rooms (3) and (4) which is just around a corner and a bit tougher. As you enter it, you will find a key, but the door will close behind you and you'll have to climb up and defeat more enemies before you can finally get out. After you get the Iron Key, go to the platform (5). The switch inside will open the second gate for you.

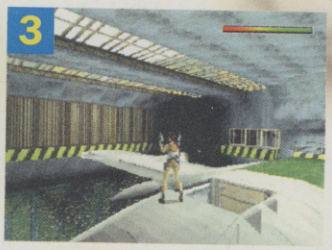
Notice the second boat by the entrance? You need it to explode the underwater mines in front of the main gate (6). Once you've done that, go to the ramp room (7). The switch inside opens the main gate, but the countdown won't start until you go over the ramp. Now you have to gather enough speed to take you up through the windows (8) & (9) to the other side, then go straight through a passage (where you have opened the gates), then turn right and voilá! (by the way, there is a secret in here which you may want to collect before you attempt this section).

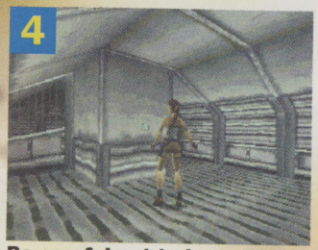
OFFSHORE RIG: THE PLANE

While imprisoned Lara is taking a nap, you've got to figure out a way of getting her out of there. All you have to do is move some boxes about to create the quickest way out for Lara (1) - the door is again timed. When you get out, an alarm sounds and some goons will start to chase Lara. Unfortunately you have no weapons, so the only thing to do is to escape into the water.

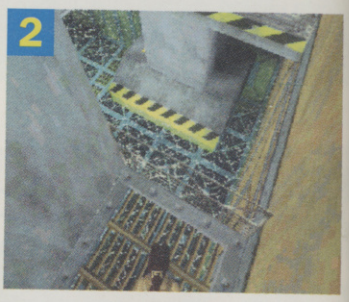


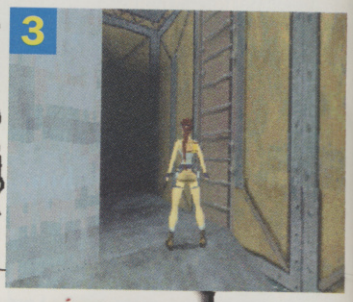






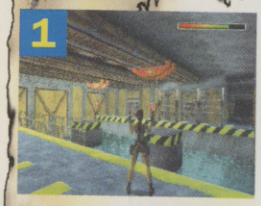
Be careful not to be pulled into the giant fan (2), but you'll need to pass this obstacle to progress. Next thing to do is to climb inside the the plane to retrieve your confiscated pistols (3). Before you can get to them, though, you need to switch off the engines (4), then jump and grab the wing above the right propeller (5 and 6). From here walk along the top of the plane and you'll fall through to the room where your trusty shooters have been stashed.





OFFSHORE RIG - THE DIVING PLATFORM

Some enemies you encounter on this level leave colour-coded passes to open doors. Obtaining the green pass is a little more difficult than the rest. It involves finding and crossing this big square room with water on the bottom and gantries close to the ceiling - without getting killed. Here's how to do it. If you look into the water below you, you'll notice two divers. Lara can get a lock on them without getting into the water. Once you dispose of the divers dive into the water, swim to the nearest platform to the right (2) to get a secret (be careful, the henchmen will try to shoot you as soon as you're out of the water). Now swim to the top left corner of the room where you'll see a ladder (3). From here you can climb up to the gantries. Jump across to the other side of the room (4) where you'll see a passage (5). Leave it for now and head the other way (6) to get the green pass behind the glass (7) first. Now go back to the passage.

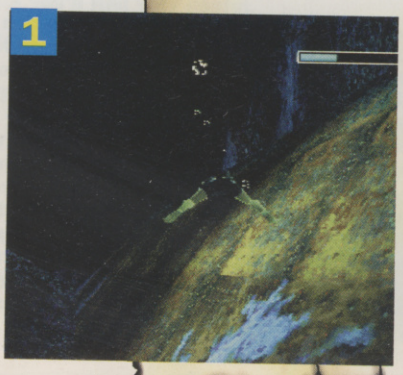


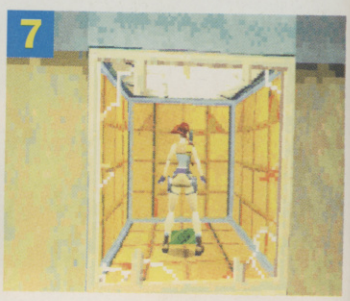
DIVING AREA

When you've killed the two dogs, and four of Bartolli's henchmen, here's what you need to do next. Jump to the platform in the middle of the room which contains the giant, moving hook (1). Jump from the edge and grab onto the side of the middle platform (2). Then you can climb up and you won't get hurt (3). Now you need to do a running jump onto the next platform (4), then grab it and clamber up it in the same way. Then do a running jump to the other side of the room.

40 FATHOMS

In the middle of the ocean with no way of getting up to the surface? No problem. Swim to the left of the small yellow submersible, then forward until you see the remains of an old ship (1) (you might find lighting a flare useful at this point). There are two sharks in the water with you, but you can worry about them later, first you need to get some air. Follow the wrecked hull of the ship to the left until you see the anchor (2). Above it is the way inside. As soon as you get some air, the sharks come after you, so be ready with your harpoon gun – you should have enough harpoons to get rid of all of them. Proceed into the second underwater chamber and find an entrance to the third on your top left (3). The fourth chamber will have a switch on the bottom left corner which opens a hatch. From there you'll be able to get air again.





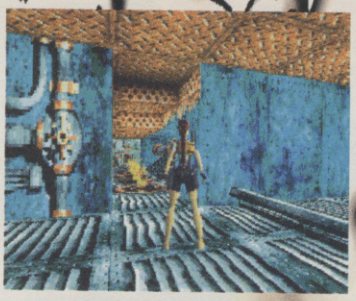
40 FATHOMS – THE DOOR BEHIND THE FLAMES

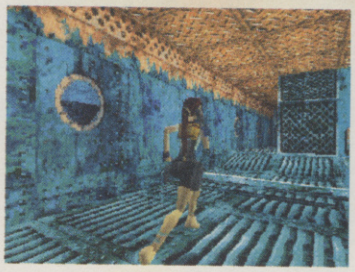
Your timing needs to be perfect here, and you have to move fast. As you enter the long corridor you will see a switch to your left (1), it opens a door to a secret (3). You will have to run to the end of the corridor and turn left, and jump across the low beams to get to it (2).

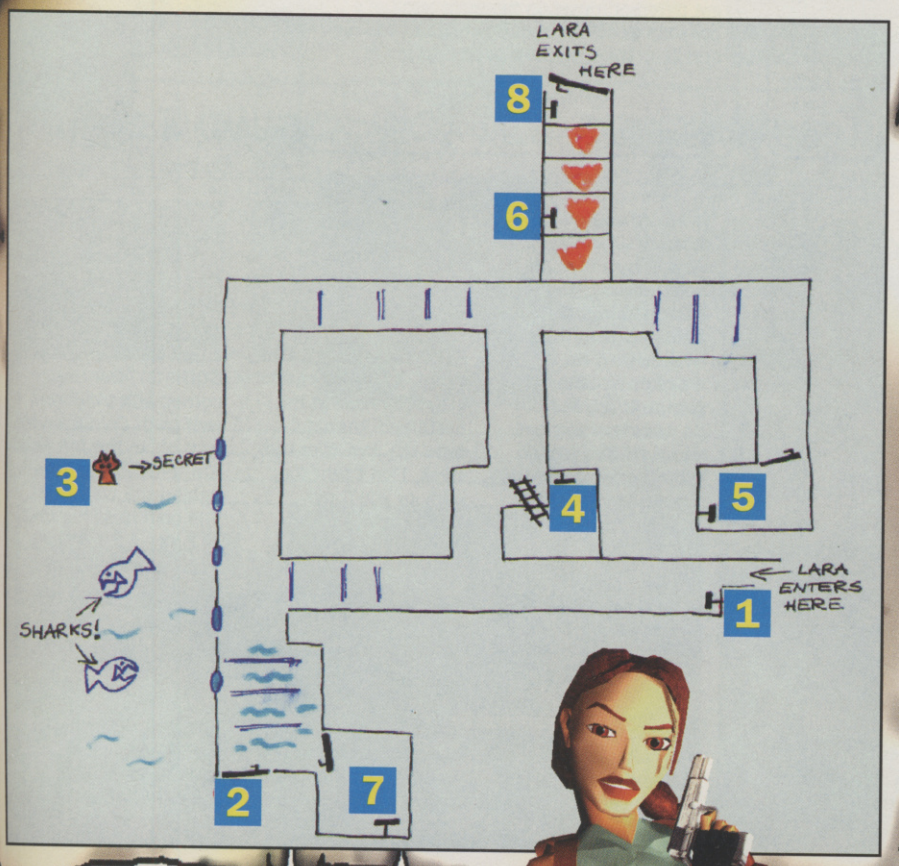
Now you're in the water with the sharks again! So long as you change direction while you're swimming, you'll be all right. After you get the secret, go back to the long corridor and turn left. This bit is quite dark, so you might need to light a flare to see the ladder. Climb it and you're inside a room with a switch (4).

The switch opens another room at the far right of the map, where you find another switch (5). This one will extinguish the first two flames so you can get to the switch (6). Now you have to hurry as the flames reappear in a short while. This switch will open the room next to the secret door. The switch in that room (7) will extinguish the other two flames, but only for a short while.

From here run to switch the first two flames off (5) again, then head straight to the final door (8). Save the game before you do this bit, because you might need to practise it first.

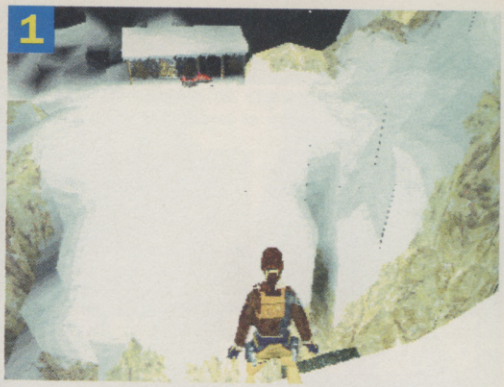






WE'LL REVEAL A LOT MORE

Like the first game Tomb Raider 2 is massive. So much so, that you may need a bit more help. We didn't want to give everything away in just one issue, 'cos we know how annoying that can be. This guide was intended to get you on your way. Should you have any more difficulties along the journey, then please write to us, telling us your problems, and we'll bring you another guide soon.



SNOWMOBILE JUMPING

The snowmobile is a real pain to get to. More likely than not, you'll end up in the water after desperately trying to get across the ravine that stands in your way(1).

The give-away in this case is the medical pack nicely resting on a rock just above the water (2). Get to it and from there all you need to do is go up (3). You will end up in front of the snowmobile and some very tough enemies. Again that medical pack was a warning of certain injury just around the corner.

Once you're on the snowmobile, you'll very soon come to a dead end (4) so you have to dismount and remove the two big bricks blocking your way (5). Then you just have to rev up and jump the snowmobile through the clearing (you can do the rest of the journey on foot, but the snowmobile does make it more fun). The only way to do this is to drive carefully around the room (6) and get enough speed to carry you over (7).

SONIC R SUPERSONIC RACE GUIDE

Find the hidden features and Chaos Emeralds with our full-on guide to the hyper-hedgehog's racer!

GOLD CUPS

You get a Gold Cup next to the name of a course once you've got first place on it. Get cups on the first four courses to open up the final Radiant Emerald course and be able to play as Dr Ivo Robotnik.

GOLD COINS

There are five Gold Coins on each of the first four courses. If you can collect all five then go on to finish in first, second or third in a race you'll get challenged by a secret character. If you beat the secret character in a three-lap race without any of the usual power-ups (all the shortcuts are open from the start in these races) you'll be able to play as them from then on. Once you've collected a hidden character, they'll often replace their original counterpart in future Gold Coin races, making it harder than usual. Make sure you do the course you find hardest first, and the easiest one last.

CHAOS EMERALDS

There is one Chaos Emerald on the first course, and two on each of the next three. You need to collect an Emerald during a race, then go on to come in first place in order to keep it. Collect all seven to gain access to Super Sonic and get different music on the extra track. It's possible to collect both Emeralds in one race and keep them if you're good enough.

RESORT ISLAND

A simple enough course made fairly tough by the water surrounding the whole thing. Using either the flying characters or Sonic's double-jumps it's possible to shortcut across most of the water, which can save large amounts of time.

COIN 1 Run up the grey rock face at the first bend, then go onto the roof over the track. Don't turn too early or you'll fall through the scenery.

COIN 2 After the corner with the rock roof (with Coin 1 on it) turn off to the left and run through the cave behind the waterfall. The coin is at the end.

COIN 3 Following the path after Coin 2 you reach a door requiring 20 rings to open. Go through it and the coin is sitting in the middle of the cave.

COIN 4 At the tightest corner on the course, run straight off and onto the series of islands in the water. The coin is on the island at the far left.

COIN 5 After the speed-up you reach a split in the course. Take the left route up the hill and the coin is in the middle of the track.

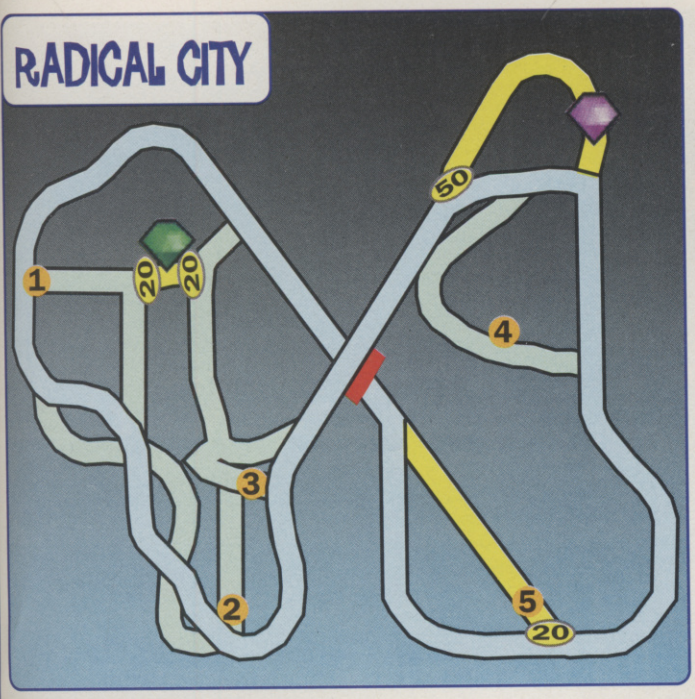
PREPARE TO CHALLENGE... MECHA-SONIC!

Robotnik's evil metallic version of our hero isn't all that tough to beat. He collects lots of rings and always uses them on the speed-up at the end of the track to whizz around the last few bends. Master the shortcut through the trees before the final loop as this saves lots of time, and use Sonic to double jump across the water for the first two main corners. Mecha-Sonic is strangely one of the toughest hidden characters to beat, so don't worry if it takes a few goes.

BLUE CHAOS EMERALD

The first Emerald in the game can be found in the second locked cave. You need 50 rings to open the door, but if you avoid the speed-up toward the end of the lap you should be able to save enough up for the second time around.

RADICAL CITY



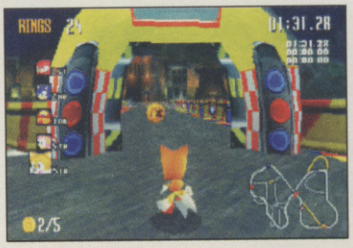
It's not possible to fall off the track in Radical City in most places, but if you make a mistake you could easily end up getting lost in the middle section. The coins and Emeralds are mostly out of the way of the race, so learning their locations is quite important.

COIN 1 Follow the course around the from the start and as the track splits off to the left, drop down to the lower level (not the left-hand piece of track). The coin is right against the wall behind you. If you do this on the second or third lap, you should have enough rings to be able to run through the 20 ring door to get the Green Emerald straight after.

COIN 2 From the first split in the track, take the left-hand road, making sure that you don't fall off the track towards Coin 1. Keep to the main path all the way without taking any of the shortcuts and you'll come to the Gold Coin in the middle of the track as you go under a flyover.

COIN 3 Take the left-hand route from the first split in the track and follow it around until you see a barrier on the edge of a right-hand bend. Jump through the barrier and you'll land on a ledge with lots of rings and a Gold Coin. If you fall off the far side of the ledge, you can turn around and jump back up when playing as Sonic.

COIN 4 If you follow the main track all the way around from the start you'll find a barrier on the right of the track. Jump through it and you'll fall down onto a giant picture of Sonic which is covered in bumpers. In the middle is a Gold Coin. Run through to the far side of the Sonic picture and you'll come out by the giant fruit machine.



COIN 5 Not long before the end of the course is a 20 ring door on the right of the track. Get enough rings to open it and there's a Gold Coin waiting right on the other side of it. Slow down through the door as you don't want to miss it. The track is shorter this way but you don't get to use the speed-up on the main part of the course.

PREPARE TO CHALLENGE... MECHA-TAILS!

Mecha-Tails is probably the worst character in the game. If you've managed to get all five Gold Coins you shouldn't have any trouble at all beating him in the one-on-one race. Remember that the ring doors are open and it'll be a doddle, even though you'll never want to race as Mecha-Tails himself.

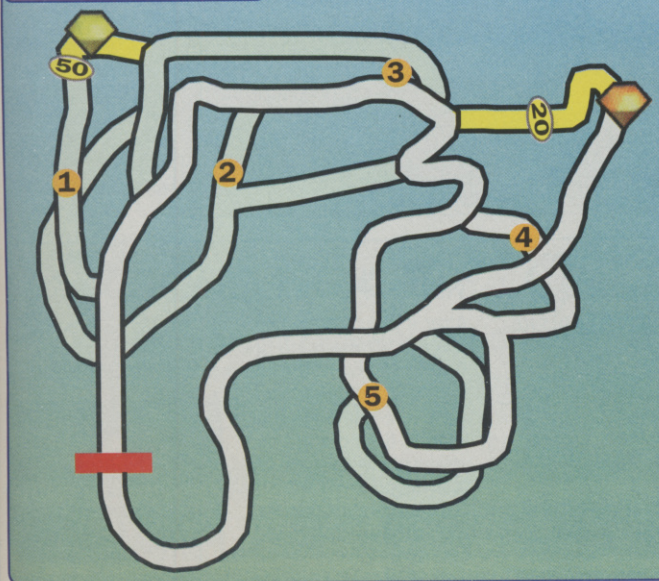
GREEN CHAOS EMERALD

At the first split in the track, drop off to the left as with Coin 1 and run straight ahead to reach a 20 ring door. Open it to find the Green Chaos Emerald. Instead of carrying on, turning left and rejoining the track back near the start, it's quicker to turn around and go back out through the ring door. Turn left from here to get back on the track at a later point.

PINK CHAOS EMERALD

This is easy enough as long as you've got enough rings. Following the main track around, you'll reach a 50 ring door on the left before you reach the section with the giant fruit machine. Go through it and the Emerald is in the middle of the track just after the bend.

REGAL RUIN



One of the more confusing tracks because of the large number of steps and water sections. It takes a few goes to get used to the layout of the course, but whatever way you go you'll need to make lots of sharp turns. Also, you NEED a character who can jump.

COIN 1 From the start of the course, run up the ramp to the left of the first straight. Simply follow the line of rings and collect the Gold Coin at the top. From here you need to jump off to the right unless you have over 50 rings to open the door.

COIN 2 If you take the normal route from the start line and turn right at the first wall, you'll end up facing a medium-sized hill. Run to the top of the hill for a Gold Coin.

COIN 3 After the first few bends you'll reach a steep ramp which leads up to the main section of the course. Instead of going up it, run to the left and jump on the spring right next to it. The Gold Coin is in the air above the spring.

REGAL RUIN CONTINUED OVERLEAF ▶

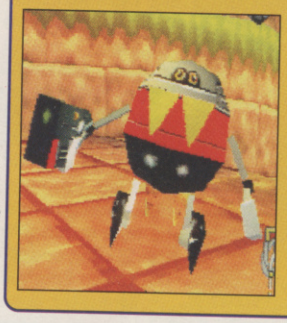
REGAL RUIN CONTINUED

COIN 4 After the down slope where you turn back and forwards on yourself, turn around and go down the hidden passageway next to the barriers. At the end, turn right up the slope to find a Gold Coin.

COIN 5 Once you've completed the backwards/forwards slope, run down the main route. After travelling under the bridge, turn left and go up the ramp to get the Coin.

PREPARE TO CHALLENGE... MECHA-ROBOTNIK!

Make sure you learn the course well before taking on Mecha-Robotnik. He knows the shortcuts and uses them all the time. If you make more than two mistakes you're likely to be beaten.



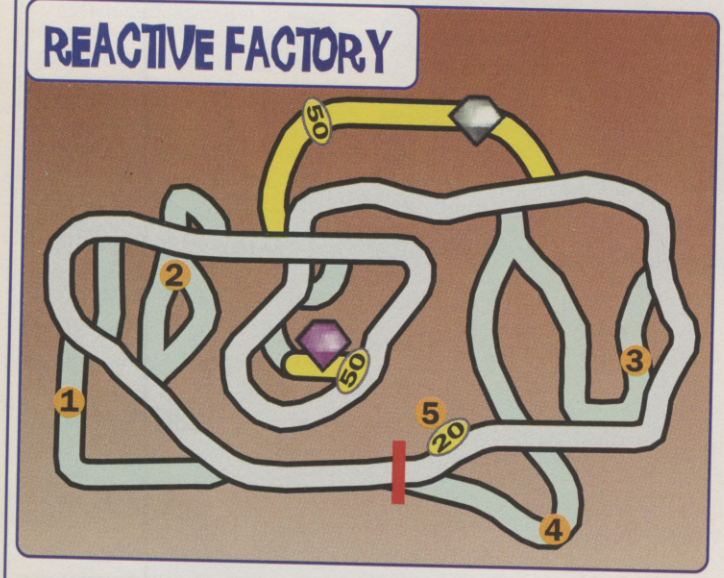
YELLOW CHAOS EMERALD

From the start/finish line, go up the left-hand path as if you were collecting Coin 1. Run past it and open the 50 ring door to find a small pyramid containing the Emerald. Be careful not to fall off the ledge and you can jump along the pillars to save more time when rejoining the main course.

BROWN CHAOS EMERALD

Following the major route through the course, go through the 20 ring door instead of turning right along the backwards/forwards slope. Jump up the steps, collect the Emerald, then run down the side and around the loops to rejoin the track.

REACTIVE FACTORY

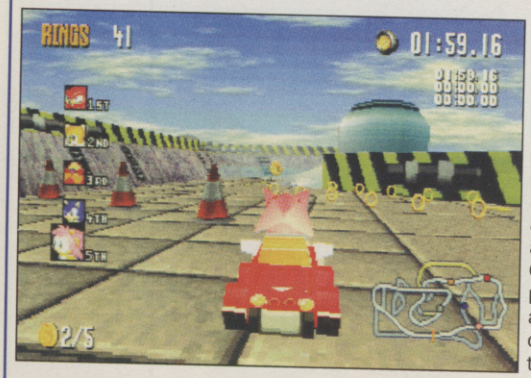


Another track which can be extremely confusing when you don't know it very well. There are lots of routes through the course, many of which are pretty much useless, so stick to the ones that you know work.

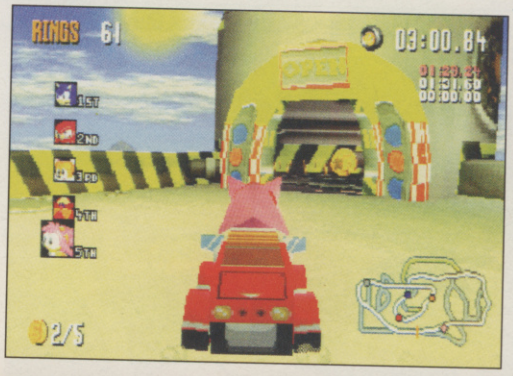
COIN 1 From the start of the race, head straight off the first corner through the cones. Turn right at the end of the path and jump or float (depending on your choice of character) over the water onto the top of the submarine to get the Coin.

COIN 2 As the first straight goes to the right, look for a small barrier with arrows on it at the right edge of the track. Turn off here and jump or float over the water to find a Gold Coin. Go round the back of the pillar and inside to get back onto the track.

COIN 3 Just as you reach the start of the main flyover (with the magnetic section at the top) turn off to the right. You really need to slow down to make the turning, but there's a Gold Coin down the path. From here you can quite easily go to Coin 4.



COIN 4 After collecting Coin 3, run along to the end of the passage to the main track. As you get to the open area, skid around to the left and you should be able to see the Gold Coin by a big pillar. Get the Coin and rings and carry on around the pillar to save time.



COIN 5 Take the main route around the course (don't turn right to collect Coin 3) so that you go over the big flyover that leads to the end. Just after the section that magnetises you is a 20 ring door which leads to a small room with a Gold Coin in it.

PREPARE TO CHALLENGE... MECHA-KNUCKLES!

Mecha-Knuckles is a cool character to play as, but he's not as tough to beat as he may seem. If you take some of the shortcuts and don't make any big mistakes you should be able to stay ahead of him without too much trouble. Sonic is the best character for this course.

PINK CHAOS EMERALD

Immediately after the loop, and just before the big banked right-hand corner, you must turn sharply to the right. Go through the 50 ring door and the Pink Emerald with be fired out of the pipe so that it lands just in front of you.

WHITE CHAOS EMERALD

After the big banked right-hander, turn left so that you run off the track next to the speed-up arrow. Go along next to the water and go through the 50 ring door from the left side. The White Emerald with be fired out of the yellow submarine so that it lands on the front of it. Jump up and collect it, then run over the top to rejoin the track.

THEY SAY AN ARMY MARCHES ON ITS STOMACH.

THIS ONE DOES IT ON ITS ARSE.

POWER. THE NEW WAR BOARD GAME WHERE YOU CAN ANNIHILATE WHOLE ARMIES AND ACHIEVE WORLD DOMINATION, ALL WITHOUT SHIFTING YOUR NETHER REGIONS ONE IOTA.

THE GAME THAT'S TAKING OVER THE WORLD

SPEAR'S GAMES®

DIDDY KONG RACING

GUIDE

Rare's 'proper' *Mario Kart* game will no doubt be filling many a stocking over the festive season, and with this CVG Guide To *DKR* Mastery you'll be able wipe the floor with your least favourite cousin when he turns up to challenge you on Boxing Day.

THOSE EXTRA BALLOONS

As well as getting balloons for finishing the levels, there are a couple hidden in the main map screen as well. If you find yourself short by a single number, have a scout around outside for the four extra ones that you need. The most hidden ones are shown here, and the other two are really obvious so you don't need guidance for those. Now, let us begin...

GENERAL TIPS

There are a few important little pointers that could make the difference between first and second place.

SPEED BOOSTS

You don't get the full effect from a boost if you have your finger on the accelerator when you activate it. You can tell whether you've got maximum acceleration by the colour of the smoke that spews forth from the back of your vehicle. Balloon-enhanced boosts give a **blue** plume and ground based kicks are **green** when they are used at full power. These tricks are best for use against the bosses, as they give you that extra little boost needed to cross the finish line first.

SKIDDING

The normal skid may not be sharp enough for you to take corners at the tightest angles, so using the brake mid-skid is a useful way of cutting down recovery times. Whichever way you're sliding, the back end of the vehicle will swing out in that direction while the front locks up. Holding the brake for too long will cause you to spin out, and lose you valuable time. Using the brake like this can be used to hit speed-boosts on the track, and reach tricky silver coins.

STORING POWER UPS

Keeping hold of certain power-ups is a good tactic to bear in mind, particularly in boss encounters. When you come to face the Octopus, try and pick up three red balloons so that you have ten rockets. Keep up with him until halfway through the final lap then unload them all in one go. You'll reduce him to a virtual standstill and can overtake on the line. If you're second in a normal race, having a homing missile is always a good weapon, but only if you can see the leader to shoot at!

A bit of a spoiler here, but if you're using this guide, the entire game is going to be ruined! This picture shows the end sequence...or does it?

And just when you thought you'd finished everything, old Wizpig comes along and does a runner again! Another world to do yet!

MIRROR MIRROR!

Yes, *Diddy Kong* does have the obligatory Mirror mode, meaning that once the game is completed you can do it all over again to find yet more hidden delights. Finish every every level, recover all of the pieces of amu all the gold trc and beat Wizp twice. Now, when you select a char-acter, **Adventu 2** appears as option and the is the Mirror mode.

SHORTCUTS TO VICTORY!

DINO DOMAIN: FOSSIL CANYON

A simple one, this, but it shaves off a nasty little corner. After hitting the first couple of zippers, keep going straight, towards the pool of water. Another booster appears in front of you, release the accelerator and let it power you over.

SHERBET ISLAND: WHALE BAY

This one can really shoot you up the leaderboard once you've got the hang of it. After the first bend, use the boost and head straight for the pirate ship. A whale will rise, and you can ride up it's back. Hit the R shoulder button to leap onto the boat and jump off to the left!

SNOWFLAKE MOUNTAIN: WALRUS COVE

Perhaps the most useful shortcut in the Snowflake Mountain levels. After two sharp corners near the end of the lap, you'll hit three small jumps over some ice. Then take the left-hand path, release the accelerator as you hit the boost and zip straight into first place!

DRAGON FOREST: BOULDER CANYON

As well as being home to the key, this level also has a handy shortcut which leads to a hidden coin in the Silver Coin Challenge. Get to the split in the water and take the left hand path. Not only is it shorter, but it brings you out at a point further along the right path.

FUTURE FUN LAND: SPACEDUST ALLEY

After avoiding the spaceship's fire you should be out in the open. Fly off the edge and head towards the boost that's visible in the distance. Fly through it, keeping in line with the passage behind it, and you'll whizz through, picking up a coin (if applicable) on the way.

ACCESSING THE TT CHALLENGE

The TT Challenge is the first real 'secret' part of the game you find. Every world you have to visit has one key located inside it which opens up that world's TT Challenge door. Win the four player game inside these levels and you're awarded one quarter of the TT amulet. Once you have a key, you can simply exit the level and the game still registers you as having collected it. Here are the locations of each:

DINO DOMAIN: ANCIENT LAKE

The programmers were obviously being kind as this is the easiest of the keys to find. As you approach the first bend, the key is sitting on a small ledge in front of you. Simply drive up and collect it. Pah!

SNOWFLAKE MOUNTAIN: SNOWBALL VALLEY

At the very start of the stage, don't bother going forward. Instead turn left straight away and you should see a small passageway. Drive down there and the key is set back into the ice.

SHERBERT ISLAND: CRESCENT ISLAND

Again, this key is near the start of the level. From the start, take the left-hand split and drive into the water. Keep going further out and you should see it resting inside a small cave in one of the cliff edges.

DRAGON FOREST: BOULDER CANYON

Make sure you have a triple speed boost saved and drive up to the bell. Drive past it, the turn around and hit it so the drawbridge raises. Use the boost to shoot over the bridge and onto the key.

TROPHY CHALLENGE

You should find this sub-game easy, seeing as you have already completed the levels twice in order to open the race up. All you do is race each track within a world once and you're given points depending on where you finish. Finish at the top of the table and you're given a gold trophy. Get all four and you can be whisked off to space!

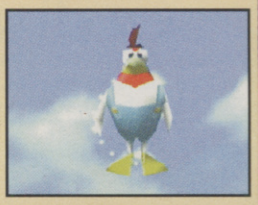
SPACE! THE FINAL FRONTIER!

The secret Future Fun Land levels! These are the final challenges to test your Diddy Kong Racing skills to the limit. Each of these huge stages are immensely tough, and as for the final boss - see our box on Wizpig for the best ways of defeating him. By now you should be ready for any tricks the game will throw at you, so there isn't much useful advice we can give for these stages except to say, 'Practise'!

BUT THAT'S NOT ALL!

Once you have obtained all four of the main Amulet pieces and the four TT Amulet sections AND opened the mouth to race Wizpig the first time, you can gain access to the first secret character, Drumstik. Drive down to the water's edge and look for the frogs. Look carefully and you'll see one of them now has a little tuft of rooster hair on top of his head. If you run over this frog (easier said than done), Drumstik is released and becomes available for racing. And there's still more! TT is also a selectable character, but accessing him is a hefty task. You have to race every single track in Time Trial mode and beat TT's time for the course. Do that and reset the game, and TT should now be a playable racer. Cool!

See the tuft of hair? Run the frog over to get Drumstik! Cool!



AWESOME HIDDEN PASS CODES!

Just to top it all off, we have some cool codes for you to enter. Go to the option screen and into the Magic Codes section. Now enter as many of these as you want to really bust open *Diddy Kong*. And if you've got Drumstik by now (the normal way), the option to turn him on and off should already be open.

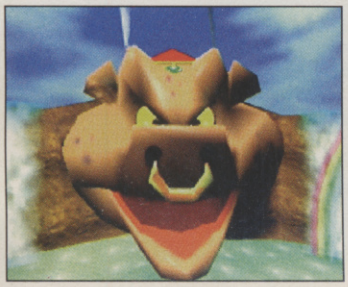
BYEBYEBALLOONS	Weapons are disabled
TOXICOFFENDER	All balloons are green
BODYARMOR	All balloons are yellow
OPPOSITESATTRACT	All balloons are rainbow
BOMBSAWAY	All balloons are red
ROCKETFUEL	All balloons are blue
FREEFRUIT	Start with 10 bananas
VITAMINB	No limit to bananas
BOGUSBANANAS	Bananas reduce speed
NOYELLOWSTUFF	Bananas have no effect
DOUBLEVISION	Players can use the same character
BLABBERMOUTH	Character noises instead of horn
JOINTVENTURE	Two player adventure mode
ZAPTHEZIPPERS	All the zippers disappear
TIMETOLOSE	Rock hard computeropponents
FREEFORALL	Fully powered-up balloons
JUKEBOX	Adds a Music Test to the Audio Options menu
ARNOLD	Large players
TEENYWEENIES	Small players
OFFROAD	Four wheel drive
WHODIDTHIS	View Credits

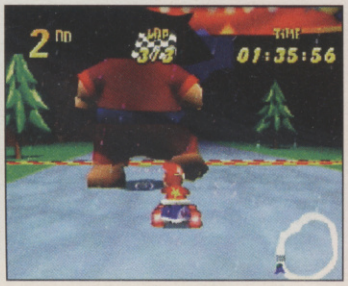
HA-HA, THIS-A-WAY!*

And so onto the boss. The first Wizpig is on foot, but jumps over the water. And as with all of the bosses, the key to defeating him lies in collecting all the power-ups. The first time you and the 'Pig meet, there are no balloons, but loads of zippers and you have to touch every one of them. Remember to take your finger off the accelerator for max boost!

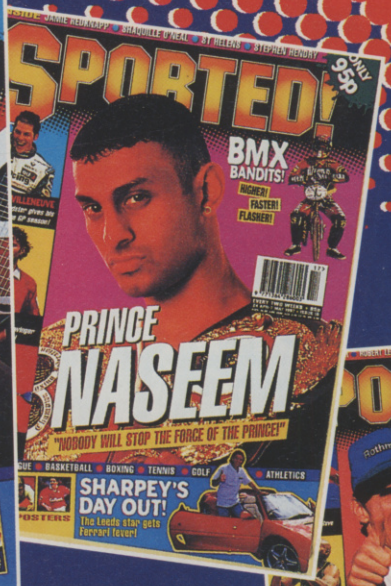
The second time your paths cross things are a lot tougher. This time, you have to collect nearly all of the power ups. Speed boosts are especially handy, but the most important is the shield just before his throne room. Activate it as you go in, and you'll dodge all of the laser shots filling the room. It's tough, but after a couple of attempts, and once you've worked out the locations of all the bonuses and boosts, you'll have him licked in no time!

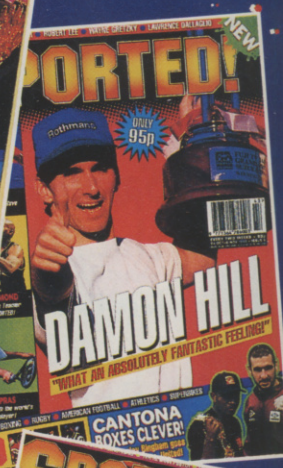
***This was the theme tune for Wizbit, one of Steve's favourite TV show when he was a nipper. And Wizbit sounds like Wizpig... So, er, shut up, right?**





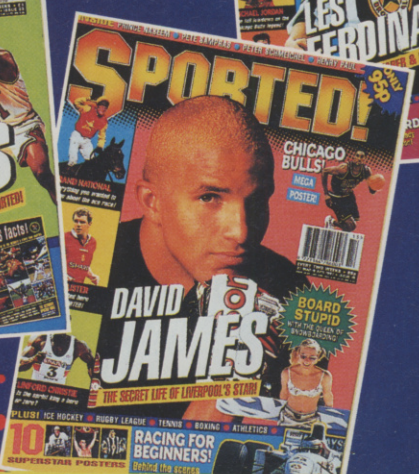
Once all of the levels have been completed Wizpig turns up!





SPORTED!

the flashest sports magazine out!



ONLY £1

ON SALE EVERY TWO WEEKS

ARCADE

SNK HYPER DRIVE – ENGAGE!

Samurai Shodown 64 is almost complete and proved highly popular at the JAMMA show (it rated as fourth most played game there in last month's chart). To find out the story of this incredible game and the creation of the Hyper NeoGeo 64 hardware that runs it, we spoke to those responsible at SNK's development centre.

CVG: When did development start on the Hyper NeoGeo 64?
SNK: The first conception stage began in the spring of 1994.

CVG: Was all the development done in Japan?
SNK: We started off looking at foreign technology but ultimately all the development was done in Japan.

CVG: How big is the hardware development team?
SNK: There were about 50 people within SNK involved with system planning and design but if you include all the staff of the other companies involved in the project it was a large team.

CVG: Before you started development what kind of hardware research did you do?
SNK: This time, before the development we didn't research the 64-bit system, rather we researched the next generation NeoGeo so we didn't specifically do any research on the 64-bit hardware.

CVG: With regards to hardware features, were you influenced by Sega's Model 3 or Capcom's CP-System III?
SNK: Naturally, we were influenced.

CVG: What special hardware features did you know you wanted to include when the hardware was in its initial design stages?
SNK: We really wanted to make the Hyper NeoGeo 64 as versatile as possible by exchanging the special Neogeo software cassette.

CVG: Did the software team ask you to specifically include any special hardware features?
SNK: The game development staff did participate in the development as did some third party game software developers.

CVG: How long did the design and development of the hardware take?
SNK: It's difficult to separate the design and development but together they took about 3 years.

CVG: How does the Hyper NeoGeo 64 compare to your competitors' hardware? Is it better, or just different?
SNK: Since our development concept is different from theirs it's just not possible to make a simple comparison of the different hardware capabilities.

CVG: Does the Hyper Neogeo 64 have any unique features not available on the other hardware?
SNK: It excels in being able to blend 2D and 3D together.

CVG: When designing the Hyper Neogeo 64, what emphasis did you put on the hardware's 3D capabilities over its 2D capabilities? Is it capable of producing great 2D games as well?
SNK: We used all we've learned about 2D to date, so it can handle practically any known 2D genre. In addition, with it's 3D capabilities, communication and special I/O features, etc, it should be able to handle new kinds of genres that have never been seen before.

CVG: Is the Hyper Neogeo 64 upgradable?
SNK: We attach great importance to the expandability of the present Hyper Neogeo 64 system.

CVG: Is the sound hardware separate or is it part of the Hyper Neogeo 64?
SNK: The sound is one section on the main Hyper Neogeo 64 board.

CVG: Has has the sound system been improved to match the better graphics?
SNK: Comparing the Hyper Neogeo 64 to the NeoGeo, we've paid a lot of attention to the quality of the sound and we've been able to offer a better sound quality than ever before.

CVG: Do you have a message for all the arcade gamers who are looking forward to playing with your Hyper Neogeo 64?
SNK: For all of us who are involved in the amusement industry, we think that the development of the Hyper Neogeo 64 will make it possible to widen our contact with the players. Because of this development we will be able to offer more interesting and richly expressive entertainment to them all. Please look forward to Hyper Neogeo 64!

Samurai Shodown 64's graphics are fantastic, but still keep to the style of the original games.

Those of you who are bursting to play _Samurai Shodown 64_ should go to the _King Of Fighters 97_ tournament at the Namco Wonderpark in London on 22nd December. SNK will be showing off the Hyper NeoGeo 64 for the first time ever!

SAMURAI SHODOWN 64

SNK / Hyper NEO GEO 64 / Nearly Complete
© SNK LTD.1997 ALL RIGHTS RESERVED
JAMMA SHOW VERSION. SUBJECT TO CHANGE AT ANY TIME.

With revolutionary game play features such as the 360-degree battlefield, free-dash and multiple battle zones along with stunning 3D graphics and 2D animation this series has reached a new level of sophistication.

CVG: Why did you choose *Samurai Shodown 64* as your first Hyper NeoGeo 64 game? Did you ever consider *KoF* or *Real Bout* as well?
SNK: We did think about *KoF* and *Real Bout* as well, but we chose *SS64* because we believe its widely appreciated originality will have the most impact.

CVG: When did development start?
SNK: The development groundwork started over a year ago but full time development began from around November of last year.

CVG: How big is the software development team?
SNK: Depending on the stage of development the number of people working on the development is different but on average there are about 20 people.

CVG: With regards to game features, were you influenced by Sega's *Virtua Fighter 3*, Namco's *Tekken 3* or Konami's *Fighting Wu Shu*?
SNK: There wasn't any game in particular that we had in mind but from the point of friendly rivalry then maybe the *Tekken* series.

CVG: Were there any special features you knew you definitely wanted to include when you started the game design?
SNK: We wanted to capture the game character of *Samurai Shodown*.

CVG: Besides being a 3D version, what are the greatest differences between *Samurai Shodown 64* and previous versions of *Samurai Shodown*?
SNK: We wanted to evolve the combination attack even further beyond the typical standardised element that it's become in current 3D fighting games. With simplicity being the key, we are going to introduce a newly conceived system where it is possible to change your offense and defence during the combination. Another easy-to-understand feature is that, in order for the players to enjoy the real taste of a fight in the 3D environment, we've added a special button for the 'FREE DASH' movement. With this you can now run around and chase or be chased within the battle area. This non-combat strategy nature to the game is an important element which will add a wider variety of tactics for you to use during the fight.

CVG: The game appears to allow you to move about more and interact with the scenery. Were you influenced by Square's *Bushido Blade*?
SNK: There were areas that we used as reference.

CVG: Because of the success of Sega's *Virtua Fighter 3* and Namco's *Tekken 3* were you under a lot of pressure to produce an even better fighting game?
SNK: We weren't really under pressure because of the success of other fighting games, rather we felt pressure because this is SNK's first shot at a fighting game on the new Hyper NeoGeo 64 board.

CVG: Were the characters' movements created using motion capture?
SNK: Yes, they were.

CVG: What percentage of the Hyper NeoGeo 64's true power potential does *Samurai Shodown 64* use?
SNK: I think it uses about 60 to 70%.

CVG: With regard to creating a 3D version of *Samurai Shodown*, what has been the greatest challenge for you?
SNK: The main point is that we have to create 3D versions of characters that have already been fully designed.

CVG: Is it difficult to maintain the character's image and appeal when you change the character from a sprite to a set of polygons?
SNK: This slightly overlaps with the previous question but trying to represent a 2D character depicted by a fine and elaborate design with a limited number of polygons is a very difficult achievement.

CVG: Can you tell us about any interesting features in *Samurai Shodown 64* that aren't in any other fighting game?
SNK: I think that as a 3D fighting game that uses weapons, a major feature of *SS64* is that the area of fighting tactics have been represented perfectly. As mentioned earlier, *SS64* is not simply another 2D game that's been converted to 3D. With regard to the method of representing the 2D sections appropriately I positively believe that the Hyper NeoGeo 64 has superior capabilities. It has the image of being the right board for the right job and we've used it represent everything in just the right way.

ROAD'S EDGE

SNK / Hyper NEO GEO 64 / Complete
© SNK LTD.1997 ALL RIGHTS RESERVED
The second Neo Geo 64 launch game, *Road's Edge* takes you racing around the most challenging roads of world, right across America, Asia and Europe, pitting you against a rich variety of driving hazards. With a force-feedback steering wheel you can experience the true sensation of RV (Recreation Vehicle) driving as you sling it through sharp curves while being jolted by the bumpy roads.

You get to race Land Rovers around snowy mountain tracks in *Road's Edge*. Cool!

***Road's Edge* has been tested in the London Namco Wonderpark recently.**

We would like to say thank you to the Hyper NeoGeo 64 development staff for taking the time to answer our questions. Thank you.

JAMMA-HOT ARCADE GAMES OF 1998

Look no further for some of the hottest games you'll see in our arcades over the coming year, as revealed at t Tokyo JAMMA '97 show. Last month we revealed the show's 10 most played games, as polled by Japan's top arcade magazine, GAMEST. This month, we look at the others hot machines that were present. Games that we equally as monumental – as our opener, *Ehrgeiz*, demonstrates...

EHRGEIZ

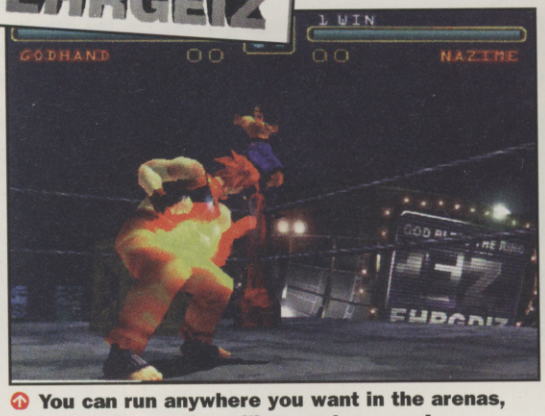
NAMCO/SQUARE/DREAM FACTORY / System 12 / 15% complete
© 1997 SQUARE/DREAM FACTORY ALL RIGHTS RESERVED
JAMMA SHOW VERSION. SUBJECT TO CHANGE AT ANY TIME.

Famous for *Tobal No.1* and *Tobal 2* on the PlayStation, Dream Factory have now turned their attention to the arcades for one of the most innovative fighting games ever seen. Members of Dream Factory's development team originally worked on *Tekken* and *Virtua Fighter*, so they're no strangers to arcade fighting games. The version of *Ehrgeiz* on show at JAMMA was only 15% complete and was only just playable but the public reaction was nevertheless very favourable.

Too many fighting games are big for a while but become tedious once they've been mastered. For this reason, Dream Factory want to avoid making *Ehrgeiz*'s gameplay dependent on combos and instead let the player interact with their surroundings. By letting you jump onto objects, walk along the perimeter fences and use items in the arena, the game lets you be more creative in battle. Also, a fire-ball shooting element lets the characters fight at long-range, making use of the whole arena instead of being limited to face-to-face fighting.

As work progresses on *Ehrgeiz*, Dream Factor will be using the feedback they were getting from JAMMA to improve the game. In fact, they are already redesigning all the stages and background scenes, and at the moment they are concentrating on adding new characters. The version at the show only had 3 playable characters, Rio, Godhand and Naseem. Although they were very similar at that time, Dream Factory have stated that they will make them more individual in the final version with a greater diversity of attacks and special abilities. Look out for something amazing coming this way soon!

↑ *Ehrgeiz* has some really cool-looking characters. As you can tell, the guy on the right looks a bit like Jin Kazama from *Tekken 3*.



↑ You can run anywhere you want in the arenas, even jumping on the railings and scenery!

↑ The movement of the characters is very reminiscent of *Tobal 2*. It's really amazing to look at.

WINTER HEAT

AM 3 / ST-V / 80% complete
© SEGA ENTERPRISES,LTD.1997

All your favourite *Decathlete* (*Athlete Kings*) characters are here including two new rivals from Britain and Norway. Each character has their own special abilities depending on what type of sportsman they are ('Skate', 'All Round', 'Alpine' or 'Nordic'). Your chosen character must compete for two gruelling days in eight winter sports. On Day One, you face the relatively easy Speed Skiing, Ski Jump, Downhill and Short Track Skating. On Day Two, you'll come up against the much harder Slalom, Bobsled, Speed Skating and Cross-country skiing. Gorgeous 3D CG scenes and dramatic camera angles capture all the tension of each sporting event.

↑ The Saturn version of *Winter Heat* will be completely identical.

SEGA WATER SKI

AM 1 / Model 2 / 100% complete
© SEGA ENTERPRISES,LTD.1997

SEGA's latest 3D water sports simulation brings the water-skiing experience to your local arcade with four cool water-skiing dudes each with their own specific skills and water ski tricks to master! There are three courses. Beginner sets you near a beautiful South Pacific island where you can race with the dolphins. Intermediate is a little more challenging as you find yourself in a humid jungle area with hungry crocodiles. Finally, Advanced places you in a pleasure park full of various attractions. SEGA have made the controls simple enough so that anyone can play easily. The foot control pads can be moved left and right to control your direction and by lifting your heel you can jump as well.

↑ *Sega Water Ski* looks a bit like *Top Skater* on water.

PSYCHIC FORCE 2012

TAITO / Taito Wolf Board / 40% Complete
© TAITO LTD. 1997 ALL RIGHTS RESERVED
JAMMA SHOW VERSION. SUBJECT TO CHANGE AT ANY TIME.

TAITO surprised many people at the Jamma Show by showing a great looking test version of a 40% complete *Psychic Force 2012* on their all new Taito Wolf Board. Although still early in development it's already showing plenty of potential and there were large crowds gathered around it throughout the show. With incredible graphics, this is probably the only game that can truly show the true 3D power of any next generation hardware with its unique fighting system that allows you to freely fly around a true 360-degree combat arena. We've already seen some of the new game system features and we can tell you that you're going to be impressed with the considerably enhanced gameplay. Wait for our full game report coming soon!

Unfortunately, the pictures of *Psychic Force 2012* that Taito have released aren't very clear. We'll have better pictures soon.

MOTOCROSS GO!

NAMCO / System 23 / Still in Development
© NAMCO LTD.1997 ALL RIGHTS RESERVED
JAMMA SHOW VERSION. SUBJECT TO CHANGE AT ANY TIME.

From the creators of the *Suzuka 8 Hours* series and *Cyber Cycles* comes the full throttle racing experience of *Motocross Go!* By teaming up with Yamaha Motor Co. to simulate their latest offroad bikes Konami have designed the courses to maximize the fun of jumping with washboards, banked turns and even a giant flight of stairs to climb! Jumping is the key element in this game with more than 10 incredible daredevil tricks to perform as well. The cabinet bike produces realistic suspension in both the front and back wheels making it one of the most physically interactive games ever. NAMCO's new System 23 hardware displays incredible CG with dynamic Gouraud shading of translucent objects for amazing effects never seen before!

Most motocross games released so far have been rubbish. Thankfully *Motocross Go!* is really good fun. Some of the jumps you can do are truly amazing!

RACING JAM

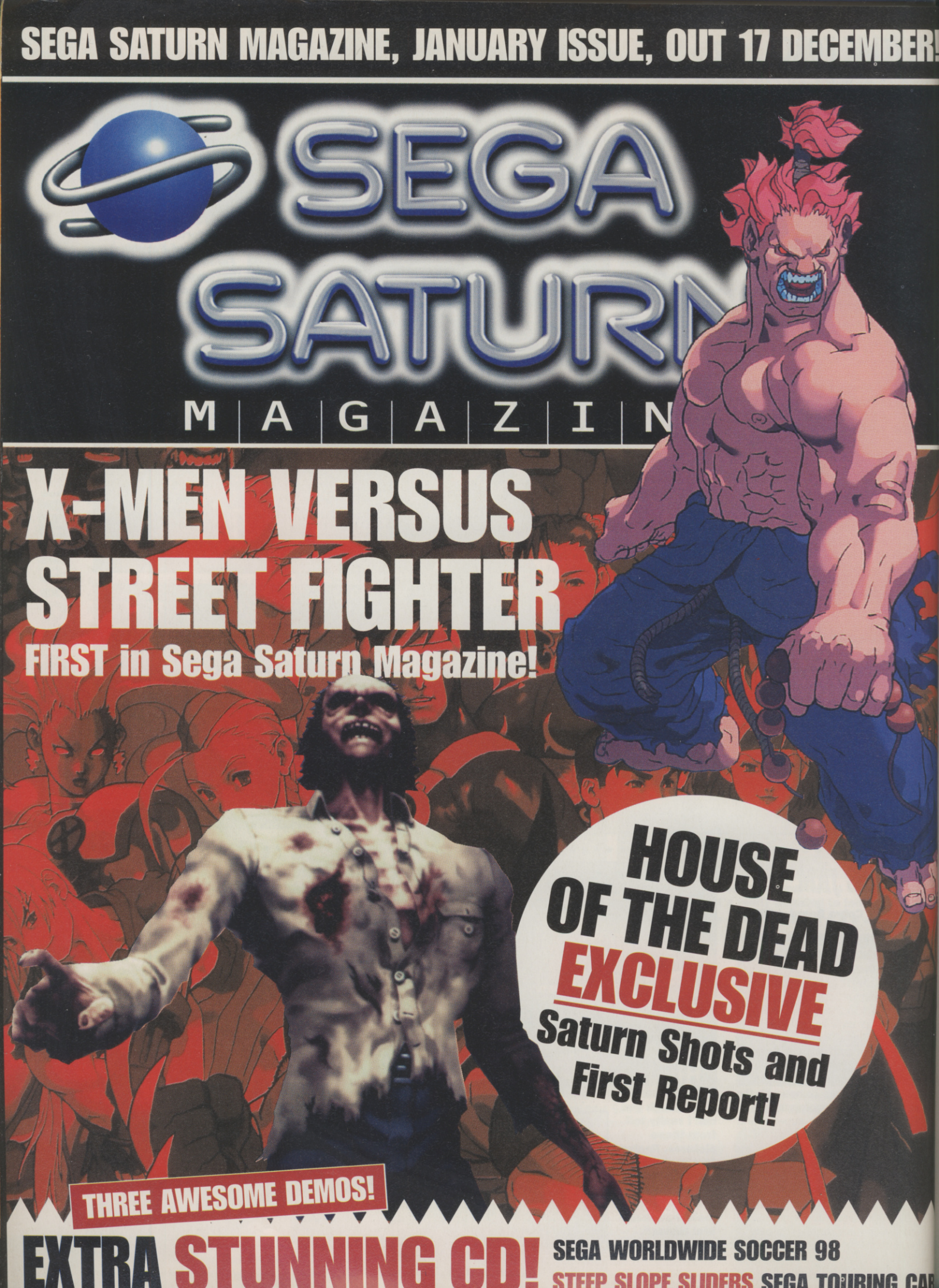
KONAMI / Cobra Board / 30% complete
© KONAMI LTD.1997
JAMMA SHOW VERSION. SUBJECT TO CHANGE AT ANY TIME.

After the stunning debut of the super powerful Cobra board with *Fighting Wu-Shu*, Konami proved its versatility by unveiling the first incredible Cobra board racing game. Amazingly smooth animated cars race around unbelievably detailed courses. More than just beautiful graphics, the game comes with the ultimate cabinet, incorporating a huge dynamic screen, super sound system, force-feedback steering wheel, clutch pedal, handbrake and 5-speed stick-shift with reverse gear. The gameplay is equally realistic with 18 production models from famous car manufacturers, a wide variety of courses, 8 player link up and multiple car settings to play around with.

Although you can't really tell from these pictures, Racing Jam is one of the best-looking driving games ever. At times it looks like real life! Honest!

SEGA SATURN MAGAZINE, JANUARY ISSUE, OUT 17 DECEMBER!

SEGA SATURN MAGAZINE



X-MEN VERSUS STREET FIGHTER

FIRST in Sega Saturn Magazine!

HOUSE OF THE DEAD EXCLUSIVE

Saturn Shots and First Report!

THREE AWESOME DEMOS!

EXTRA STUNNING CD!

SEGA WORLDWIDE SOCCER 98

STEEP SLOPE SLIDERS SEGA TOURING CAR

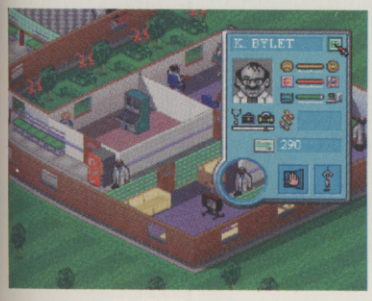
NEW GAMES

If you're reading this from the back of the mag, welcome to CVG! If you're reading from the front, we're afraid that's nearly it. If you're reading in a newsagents, buy this now!

95% COMPLETE | PlayStation | HOSPITAL SIM | BY BULLFROG | APR RELEASE | 1 PLAYER

THEME HOSPITAL

People pooing on the floor?



Continuing in the hugely successful line of Sim games, Bullfrog announce a conversion of their PC hit, *Theme Hospital*. As conversions go, this one is looking very good indeed, but the real challenge for the programmers is getting the controls and playability just right. The basic aim is simple. You are manager of a struggling hospital and you have to turn it around, using limited resources and loads of patience. Bizarre diseases come your way, like Hairyitis, Bloaty Head and Kings Complex (the infected wear suede shoes and eat cheeseburgers like Elvis!). It's all very tongue-in-cheek, and we should have a review in time for next month.

80% COMPLETE | NINTENDO 64 | SNOWBOARDING | BY NINTENDO | FEB RELEASE | 1-2 PLAYERS

1080° SNOWBOARDING

A snowboarding game from the team behind *Wave Race 64*, and you basically have the surprise new game from Nintendo. Already 80% complete and it wowed the punters at the Space World show, but will it do the same over here? It features three tracks at present, which isn't a lot so that is something Nintendo must improve on. However, graphically speaking it is looking stunning. The shots pictured look a bit too good to be real, but even so, the few genuine grabs show off the game's potential. A two player mode is being built in and all the flashy tricks can be pulled off to earn you points. This could be a big one...

75% COMPLETE | PC CD ROM | RPG | BY EIDOS | APR RELEASE | 1 PLAYER

REVENANT

Revenant is a new Fantasy RPG that promises visually stunning graphics, making it the most detailed Role Player to date. You are Locke, who belongs to a race of enhanced humans who have access to powers called Exiles'. Locke's home village is destroyed and he is captured and sold into slavery. It's here than the game begins. Details are sparse, but we'll keep you posted.

70% COMPLETE | PC CD ROM | WAR SIM | BY PROEIN | APR RELEASE | 1-4 PLAYERS

COMMANDOS: BEHIND ENEMY LINES

A *C&C* beater maybe?

Commandos is the latest in a long line of *C&C* challengers. Here the gameplay is set in World War 2. You take control of allied commandos, who must complete successful missions against the German army. As you command only a small complement of men, you'll have to be a master strategist to get your men through the missions alive. Keep an eye on terrain, and the enemies movement, then launch your attacks. Each of your commandos have different skills that you'll have to make full use of. The computer AI is being developed to a very high standard, so the enemy will react differently to your actions every game. *Commandos* could be a serious contender for the *C&C* crown.

95% COMPLETE | PlayStation | PC CD ROM | WAR SIM | BY MGM | APR RELEASE | 1-4 PLAYERS

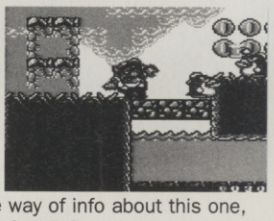
WARGAMES

These are all PlayStation shots.

Adapted from the film Wargames, this 3D battle simulation from MGM is starting to take shape. The game is apparently a huge step forward from *Command & Conquer* and could be the new war sim to which others are cloned. It retains a lot of links to the film, with Matthew Broderick's original character now employed by the government to prevent another Wargames scenario. Hacking is still an integral part also, as it allows players to gain cash, power ups and some vital clues along the way. The PC version will allow LAN and Internet play, with the PlayStation offering simultaneous two player split screen action. Both formats are due for release in April 1998.

60% COMPLETE | GAME BOY | PLATFORM | BY NINTENDO | SPRING RELEASE | 1 PLAYERS

WARIO LAND 2

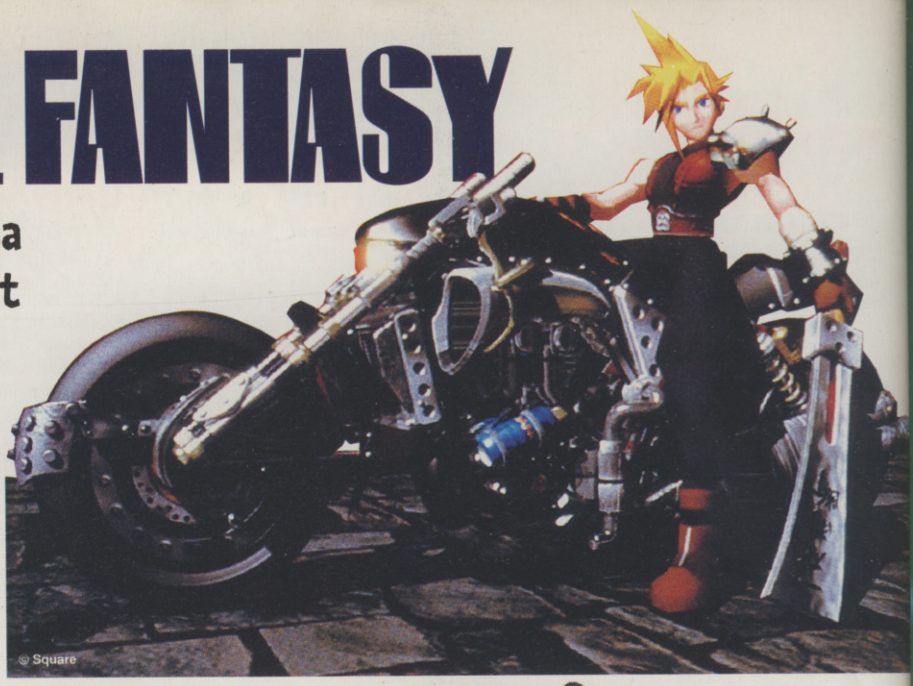


A new enemy for Wario and a completely new game. Should be cool!

Not much in the way of info about this one, but good news for all Gameboy owners is that this is DEFINITELY being released over here by THE as part of their plan to once again boost the popularity of their pocket machine. Some people are claiming that it'll be the biggest Gameboy title of the year in Japan and when you consider that *Pocket Monster* also came out this year (which has sold more copies than *FFVII*), that's some prediction. As soon as we have more, you'll be the first to know.

THE FINAL FANTASY

It's called the Hardy Daytona bike in *Final Fantasy VII*, but CVG is the only games mag to have ridden the real thing – a pants-shredding, dandruff-loosening motor cycle called the Yamaha V-Max.



Someone in *Fantasy Fantasy VII* director Yoshinori Kitase's team is obviously a speed freak – the V-Max is the clear source for Cloud's bike in the game with both machines boasting a 'see-me-and-weep' vee four liquid-cooled motor, distinctive air-guzzling intakes and urban street styling. The first time CVG takes you for a ride...

Cloud on the CVG version of The Real Thing – the awesome Hardy Daytona motorbike!

The game was designed in Japan, but Yamaha called on the Americans to deliver the concept of the V-Max. Bike industry observers say Yamaha in Japan was unlikely to have created such a overdose of form-over-function. For the V-Max became an instant legend, a big, bad, asphalt-chewing ass-whupping drag bike that had no aspiration at all to go around corners.

For a start, that distinctive engine says it all – oh sure, it might be stacked with four camshafts, 24 valves and four carburettors to shovel gas into the 1,198cc holes deep inside those black and polished casings – but ultimately its sole (soul?) purpose is to shorten a straight line from A to B (incidentally, the engine has now ended up in one of the most over the top custom bikes ever produced, the Yamaha Royal Star). The telltale signs are shaft drive, not chain, a l-o-n-g wheelbase of 2.3 metres and a sewer busting weight of 262kg.

Taking one of these on a race track is about as sensible as wearing trousers made from pasta.

So what's it like to ride?

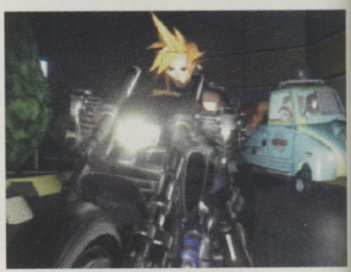
Well, whap open the throttle and the bike hits 60mph in under three seconds. Keep it open and it shovels your frontal lobe into your throat as the bike tops out a few seconds later at 156mph.

This is a bike that begs for some US blacktop, not the roundabouts of Surbiton.

Throttle off too late as you rocket towards a bend and trouble strikes with a capital T. The soft suspension squats like a coward in a boxing ring and the raked out front-end and lardy rear tyre struggle to work out what the hell is going on. Nerves of steel are needed as are butts, elbows, knees and fingers of iron – falling off is the crock of poo at the end of the 138bhp rainbow.

The game costs £44.99, the V-Max a cool £9,359. Enjoy the game first as it costs less and hurts less. Then start saving for a bike licence and V-Max, and start ploughing up the planet!

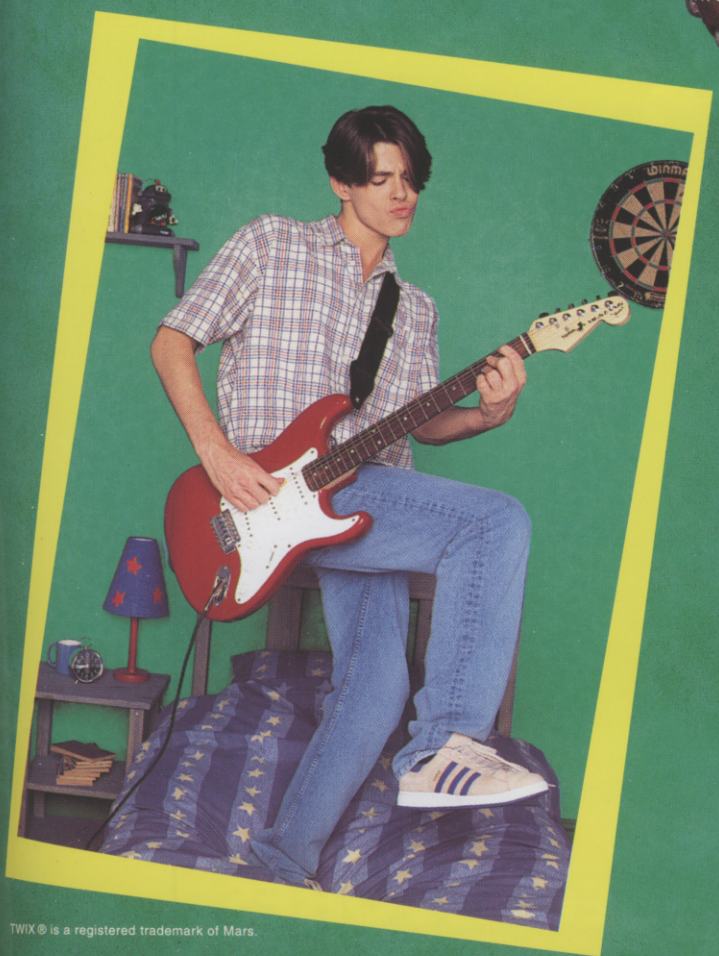
This guy wears a crash helmet and leathers for safety. He doesn't have the gods on his side – unlike Cloud.



The scene from the game where Cloud 'borrows' the bike.

YAMAHA V-MAX SPECS	
Price	£9359
Engine	1,198cc, 138 brake horse power, V4, double overhead cams
Length	2.3m
Height	1.2m
Weight	262kg
Contact	Mitsui Machinery Sales 01932 35 8000

"SHOULDN'T HAVE ASKED HIM TO PLAY THE BEE-GEES" THOUGHT NORM.

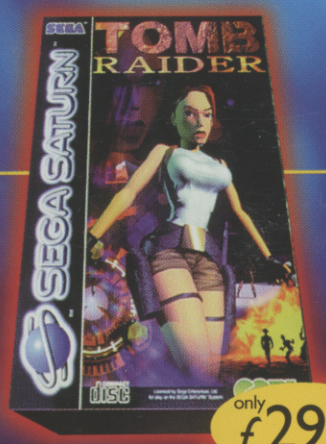


TWIX

a BREAK FROM THE NORM™

TWIX® is a registered trademark of Mars.

out of this world



only £29.99

tomb raider

only £24.99

manx tt

only £19.99

bomberman

only £19.99

sonic 3d

A range of titles for the Sega Saturn that demonstrates its ability to handle stunning graphics. With texture mapped environments and extraordinary gameplay, the Saturn is one of the most powerful consoles around.

other saturn offers from £19.99*

*while stocks last

Virgin MEGASTORES beyond entertainment

out this W

only £29.99

tomb raider

only £19.99

bomberman

A range

stunnin

g

other saturn offers from £19.99*

*while stocks last

© Sony Computer Entertainment © Sega Enterprises © Namco © Core Design © Nintendo © Square Soft © Bandai © Capcom Co © Acclaim Entertainment © MCA/ Universal

FREEPLAY

BEAST MASTERS INVADE JAPAN!

HOTTEST TOY STORY IN THE LAND OF THE RISING SUN!

Transformer Beast Masters are currently the top selling toy in Japan. For the bulk of you this will mean nothing, but just think back to the days of the original Transformers, Optimus Prime and the Decepticons and you'll be on the right tracks. Why are we telling you all this? Well, that's because these toys are the stars of a new show in Japan.

In order to market the toys, Takara have created a 100% CG animated Science Fiction adventure series. It's shown every week for about thirty minutes and is the first fully CG animated series ever shown in Japan. To top it all off, Takara are making a PlayStation game of the series at this very moment. It made its long awaited Japanese debut at the recent PlayStation club festival.

The story behind the series goes something like this. Two rival groups of robots are at war with each other, and as the battles get worse, each of the robots ships suffer critical damage and crash on a primitive planet. In order to adapt to the planet's environment each robot scans the surrounding environment and takes the form of whatever animal he finds.

The robots can transform between their metallic and animal form but when they are weakened they must return to animal guise. At the start the evil team consists of a T-Rex (leader), Pterandon, Scorpion, Wasp and Spider. The good team consists of a Gorilla (leader), Velociraptor, Rhino, Cheetah and a Mouse, and as the series continues new robots join the teams.

We reckon these toys are quite frankly awesome. Nothing else even comes close to matching the amount of moving parts and detail on the machines. The bad news though is that they are not currently available here, so the only way you're going to be able to see them is in our Gizmo Palace on pages 12 and 13. However, if you fancy getting your voices heard and these toys in the shops, give Hasbro a ring and say you think it would be brilliant if they released them. The number is 0181 569 1234. Make yourselves known readers!

MORNING, MORNING. RUMOURS, GOSSIP, STORIES. *

• The head of Sony's R&D department has left the company to work on a top secret new machine from VM Labs. With all sorts of other rumours floating around about how it will wipe the floor with the N64. The deal already has a major, yet unknown manufacturer behind it, so this could prove to be a significant move to bring a fourth console into the market.

• 3Dfx have confirmed that a new 3D graphics card will be available for the PC sooner than we think. A few boring stats say that the new card can run 180 million pixels a second, and has a 4.3 Gigabytes per second memory bandwidth. If that gets you stirring...

• Good news for all CVG readers is that a British university has discovered that playing games could be good for your health. The study showed that a short spell on games like *Quake* produces antibodies that help reduce stress.

• EA are rumoured to be buying out Activision! With neither party giving away any clues at the moment, this could be nothing more then hot air. But with certain parties indicating that EA were thinking about taking down the For Sale sign at Virgin it seems that there could well be another addition to the bulging EA ranks.

• The first one is not even out yet, but rumours are already starting to appear about *Daikatana 2*! Don't expect any details for a long time yet.

• Work is now well underway on the *Final Fantasy* movie. None of the characters from the previous games will appear in the rendered movie, but will still feature the heavy Sci-Fi aspect from previous versions. Staff members include former Disney animators, an art director from Fifth Element and even the CG director from none other than Namco, who worked on the opening sequences from *Soul Blade* and *Tekken 2*.

• Lovely Lara Croft seems to be everywhere at the moment! With a movie in the pipeline, she'll also be starring in a new TV series on MTV to begin this summer. The strange news is that it doesn't appear to be a *Tomb Raider* show!

• Having played the 90% complete version of *Res Evil 2*, it seems as though the game is being set up perfectly for a third game! Loose ends are being left to give you cliffhangers before the next one appears.

• On the Sega front, it appears that *Scud Race* will not be appearing on the new machine and neither will *House of the Dead*. Instead, *HOTD* WILL be coming out on the Saturn and we've already seen a very early version. The good news is, that the converters Tantalus look as though they are doing a very good job! Going back to the new machine though, it has been confirmed that *Daytona 2* will be one of the first titles for it.

*© CVG Sandwich man, 1997.

READERS MOST WANTED CHART

With a couple of the biggest games of the year now out, your attentions have turned to this month's cover story–

1	RESIDENT EVIL 2	PS/SAT
2	TEKKEN 3	PS
3	ZELDA 64	N64
4	HOUSE OF THE DEAD	SAT
5	QUAKE 2	PC
6	GRAN TURISMO	PS
7	VF3	SAT
8	F-ZERO 64	N64
9	X-MEN VS SF	PS/SAT
10	SHINING FORCE 3	SAT

Some of the games that just failed to make it into the top ten this month were virtually every sort of *Marvel* and *Streetfighter* games you could think of and even *Time Crisis 64* picked up a few votes. *VF3* seems to have slipped a bit in your most anticipated, but *Gran Turismo* is a surprise entry. On a more humourous note, someone wanted Ed Lomas to be on the 'Tizer Refresh Your head' bit at the end of the Chart Show (why??) and quite a few of you wanted cheaper N64 games. They've bought them down once, but it's not enough eh! We're still getting votes for *Final Fantasy* even though it's been out for almost a month now! But at the end of the day, *Res Evil 2* stole it and by quite a margin. Needless to say, with the Japanese release looming, gore fever is hotting up!

Contents

Page	
1	News/Readers charts
2	Official Charts
3	The Retro Computer Cabin
4	Tips
6	Free Ads
7	Melting Pot
8	Drawinz wot you dun
10	Mortal Kombat 4 Exclusive 6 Page Players guide!
16	Reader ad form

OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**CHAMP MAN 2 '97-98**	**PC CD-ROM**	**EIDOS**
2	2	G-POLICE	PLAYSTATION	PSYGNOSIS
3	1	CROC	PLAYSTATION	EA
4	3	LYLAT WARS	NINTENDO 64	THE GAMES
5	5	AGE OF EMPIRES	PC CD-ROM	MICROSOFT
6	NE	EXTREME G	NINTENDO 64	ACCLAIM
7	13	MARIO KART 64	NINTENDO 64	THE GAMES
8	4	JEDI KNIGHT	PC CD-ROM	VIRGIN
9	6	C&C: AFTERMATH	PC CD-ROM	VIRGIN
10	7	V-RALLY	PLAYSTATION	OCEAN
11	17	SUPER MARIO 64	NINTENDO 64	THE GAMES
12	10	ACE COMBAT 2	PLAYSTATION	NAMCO
13	NE	RIVEN: MYST 2	PC CD-ROM	BRODERBUND
14	8	TRACK & FIELD: PLATINUM	PLAYSTATION	KONAMI
15	9	ABE'S ODDYSEE: ODDWORLD	PLAYSTATION	GT
16	12	QUAKE: REPLAY	PC CD-ROM	GT
17	11	NUCLEAR STRIKE	PLAYSTATION	EA
18	RE	ISS PRO	PLAYSTATION	KONAMI
19	RE	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM
20	14	RAYMAN: PLATINUM	PLAYSTATION	UBI-SOFT

JAPANESE MULTI-FORMAT SALES TOP 10

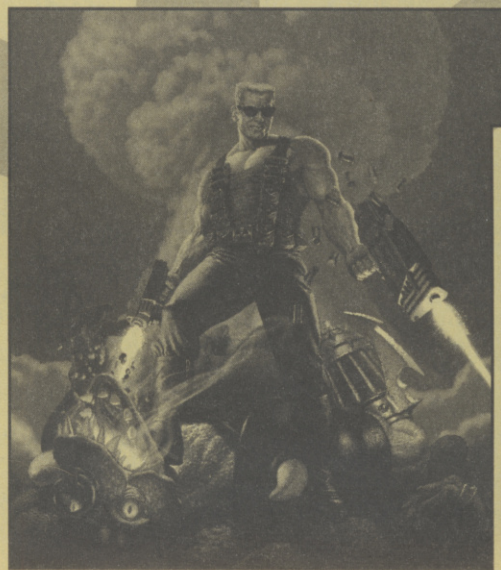
1	**DEAD OR ALIVE**	**SATURN**
2	POCKET MONSTERS	GAME BOY
3	EVERYBODIES GOLF	PLAYSTATION
4	FRONT MISSION SECOND	PLAYSTATION
5	FFVII: INTERNATIONAL	PLAYSTATION
6	BIOHAZARD: DIRECTORS CUT	PLAYSTATION
7	MOONLIGHT SYNDROME	PLAYSTATION
8	BREATH OF FIRE 3	PLAYSTATION
9	REAL POWER PRO BASEBALL	PLAYSTATION
10	MONSTER FARM	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**RES EVIL: DIRECTORS CUT**	**PLAYSTATION**
2	CASTLEVANIA	PLAYSTATION
3	FINAL FANTASY VII	PLAYSTATION
4	GOLDENEYE 007	NINTENDO 64
5	NFL GAMEDAY	PLAYSTATION
6	NHL '98	PLAYSTATION
7	NASCAR '98	PLAYSTATION
8	MARVEL SUPER HEROES	PLAYSTATION
9	TOP GEAR RALLY	NINTENDO 64
10	MK MYTHOLOGIES	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	QUAKE	PC CD-ROM
2	DUKE NUKEM 3D	SAT/PLAY/N64
3	ACTUA SOCCER 2	PLAYSTATION/PC
4	DIDDY KONG RACING	NINTENDO 64
5	ULTIMA ONLINE	PC CD-ROM



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	QUAKE	SEGA
2	DUKE NUKEM 3D	SEGA
3	SONIC R	SEGA
4	RESIDENT EVIL	SEGA
5	MARVEL SUPER HEROES	VIRGIN

SATURN IMPORT TOP 5

1	SHINING FORCE 3	SEGA
2	BURNING RANGER	SEGA
3	PANZER DRAGOON RPG	SEGA
4	GRANDIA	GAME ARTS
5	BOMBERMAN FIGHT	HUDSON

PLAYSTATION U.K. TOP 5

1	FINAL FANTASY VII	SONY
2	TOMB RAIDER 2	EIDOS
3	BREATH OF FIRE 3	OCEAN
4	TOCA TOURING CAR	CODEMASTERS
5	TIME CRISIS	SONY

PLAYSTATION IMPORT TOP 5

1	PARASITE EVE	SQUARE
2	KRONOA	NAMCO
3	GRAN TURISMO	SONY
4	CHOCOBO'S DUNGEON	SQUARE
5	J-LEAGUE 3	KONAMI

PC TOP 5

1	BLADE RUNNER	VIRGIN
2	ULTIMA ON-LINE	EA
3	TOMB RAIDER 2	EIDOS
4	QUAKE 2	ACTIVISION
5	ACTUA SOCCER 2	GREMLIN

NINTENDO 64 TOP 5

1	GOLDENEYE	THE GAMES
2	DIDDY KONG RACING	THE GAMES
3	ISS 64	KONAMI
4	LYLAT WARS	THE GAMES
5	MARIO 64	THE GAMES

NINTENDO 64 IMPORT TOP 3

1	BOMBERMAN 64	HUDSON
2	TOP GEAR RALLY	GT
3	NAGANO OLYMPICS	KONAMI

16 BIT TOP 3

1	SONIC 3	MEGADRIVE
2	SUPER GHOULS AND GHOSTS	SNES
3	ZELDA 3	SNES

ARCADE TOP 5

1	SF3: SECOND IMPACT	CAPCOM
2	MORTAL KOMABT 4	MIDWAY
3	SUPER GEM FIGHTER	CAPCOM
4	KING OF FIGHTERS '98	SNK
5	TOP SKATER	AM3

15 LAMEST VIDEO GAMES CHARACTERS OF ALL TIME

1 MR MEAT (FIGHTERS MEGAMIX)
2 CHEESY THE MOUSE
3 SKUNNY
4 NOOB SAIBOT
5 THE OTTIFANTS
6 SAWADA (SF THE MOVIE)
7 MR BONES
8 GREEN DOG
9 ZOOL
10 THE OOZE
11 RAYMAN
12 VECTORMAN
13 JOHNNY BAZOOKATONE
14 WORMS

Dave Kelly's Retro Computer Cabin

As this is the last month I'll be hosting 'The Cabin' (more about this later) I've compiled a slap dash guide to what I believe makes the ultimate retro collection. Games heaven or festering electronic waste of space – you decide!

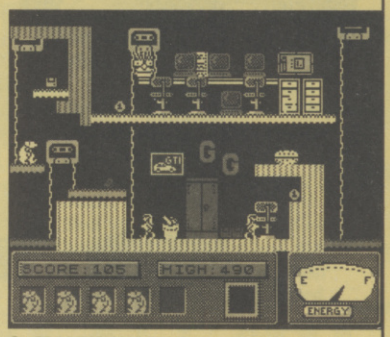
GOBLIN'S STOCKING FILLERS!

One of my all time favourite 'modern' games is *Christmas NiGHTS* by SEGA, which coincidentally is taped to the front of the latest issue of SEGA SATURN MAGAZINE. Buy it NOW! I've always been a big fan of a game with a nice bit of snow or the odd ice level and here's my seasonal top three to prove it.

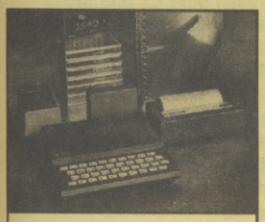
1. MOLEY XMAS. Classic Monty mayhem given away free on YOUR SINCLAIR.

2. XMAS LEMMINGS. Another freebie for the Amiga saw our little chums dressed up as santa and a nice bit of snow on the logo.

3. THE NIGHT BEFORE XMAS. A very rare Mega Drive cart that puts you in Santa's boots as you bounce your way around a platform-filled winter wonderland. (I think!)

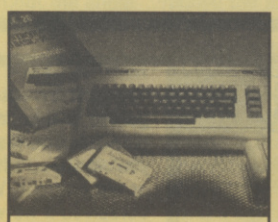


Θ *MOLEY XMAS*. More monty magic from Gremlin Graphics.



ZX81 ('81)
If you see one of these little beauties for a fiver down your local car boot sale snap it up, especially if it's in a good box. The silver papered printer is a classic as well. Just don't leave it on too long – they melt very easily!
BEST GAMES:
3D MONSTER MAZE

VCS ('81)
The machine that started it all off for most of us. Some of the later carts got quite sophisticated with people paying hundreds of pounds for rare promo carts (mad!!!).
BEST GAMES: SPACE INVADERS, COMBAT, MISSILE COMMAND, ASTEROIDS AND A FEW THOUSAND MORE.

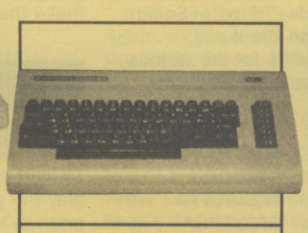


VIC 20 ('81)
Yuk! I've never been a great fan of the Vic-20. It was very expensive and came with only 3.5k of memory built in! Yet it amassed a pretty loyal following and a few half-decent games.
BEST GAMES: JELLY MONSTERS, GRIDRUNNER, ARCADIA, ALL SCOTT ADAMS ADVENTURES.

INTELLIVISION ('81)
Better than the VCS but not quite up to ColecoVision standards. Buy one with the excellent voice module for awesome computery style speech effects.
BEST GAMES: LOCK 'N' CHASE, B-17 BOMBER, BURGERTIME, DISCS OF TRON AND PAC MAN.

SPECTRUM ('82)
Sir Clive Sinclair's little rubber wonder won the hearts of millions of British gamers and spawned one of the largest and most original software libraries ever.
BEST GAMES: MANIC MINER, JET SET WILLY, ALL ULTIMATE GAMES, 3D DEATHCHASE, SKOOL DAZE.

BBC B ('82)
Once THE educational computer that was later put to much better use as a late starting games machine.
BEST GAMES: ELITE is a must along with most of the Acornsoft titles including REVS, AVIATOR and SENTINEL (update coming out soon on the PC).



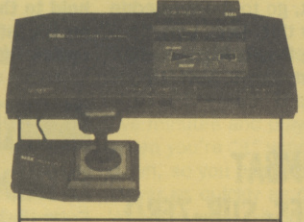
C64 ('82)
My favourite home computer ever! This follow up to the Vic-20 had unrivaled graphics and sound with one of the biggest software collections of all time. Don't forget the tape deck!
BEST GAMES: All Jeff Minter, Epyx and LucasArts games, IMPOSSIBLE MISSION, PARADROID, BEACH HEAD II etc...

COLECOVISION ('83)
A dream console that wowed punters both sides of the water. Get hold of one with a VCS convertor and the dinky steering wheel for some hard core retro console action.
BEST GAMES: HERO, MR.DO'S CASTLE, GYRUS, ZAXXON, ANTARCTIC ADVENTURE, TAPPER.

VECTREX ('83)
Don't hesitate to buy this awesome all-in-one home console. They have been known to change hands for up to £400. The vector graphics are pure style!
BEST GAMES: ARMOUR ATTACK, MINE STORM, COSMIC CHASM, WEB WARS... actually ALL of them!

AMSTRAD CPC 464 ('84)
Love 'em or loath 'em, Alan Sugar's Amstrad was a cheap all-in-one alternative to other 8-bits. Pick up the whole system including colour monitor for £15 at a boot fair near you!
BEST GAMES: HEAD OVER HEALS, ARKANOID and hoards of other Spectrum conversions.

NES ('85)
Nintendo's little 8-bit has only recently been discontinued. Look out for the complete gamers kit including Rob the robot and zapper gun
BEST GAMES: MARBLE MADNESS, SHAKE RATTLE AND ROLL, ALL MARIO BROS, STAR WARS, ZELDA.



MASTER SYSTEM ('85)
SEGA's first triumph in Europe came with this 8-bit wonder. Two versions were released but I always preferred the original with built-in *ALEX KIDD* game. Look out for the 3D glasses as well. They're ace.
BEST GAMES: FANTASY ZONE I,II,II, PACMANIA, and all game 'cards' are worth getting.

KONIX ('89)
A dream machine with high-res graphics, 25 channel sound, 4,096 colours and an ingenious controller that could be reconfigured depending on the type of game you were playing! Unfortunately it was never released and has become the holy grail of consoles.

AND ITS GOODBYE FROM HIM.

Well, its all change next month as I hang up my Quickshot 2 and hand over the Cabin to Keith Ainsworth of Retrogamer Fanzine. Keith is a massive retro fan and knows more about old computery stuff than anyone in the country. So you're in safe hands (at last!)

Over the couple of years CVG has run the Cabin I've noticed a massive increase in the demand for old stuff. The internet is full of arcade and computer emulators with retro re-releases and updates coming thick and fast from all the major industry players. Original hardware and games are getting more expensive and difficult to find. (Car boot fairs are still your best bet).

In other words – retro is here to stay!

So keep on collecting and have fun!

Dave Kelly

CABIN FREEPLAY CLASSIFIED

P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. SIMON GREEN ON 0973 720312 OR 0973 721115 FOR MORE DETAILS.

RETROGAMER (NO.12) IS OUT NOW! INCLUDED THIS ISSUE IS THE SEGA MASTER SYSTEM AND THE CHANCE TO WIN A VIRTUAL BOY. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFILED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.

TIPS

Perhaps before you go for a 'Peak Performance' you need some 'Peak Practice'. Nyuk! Nyuk!

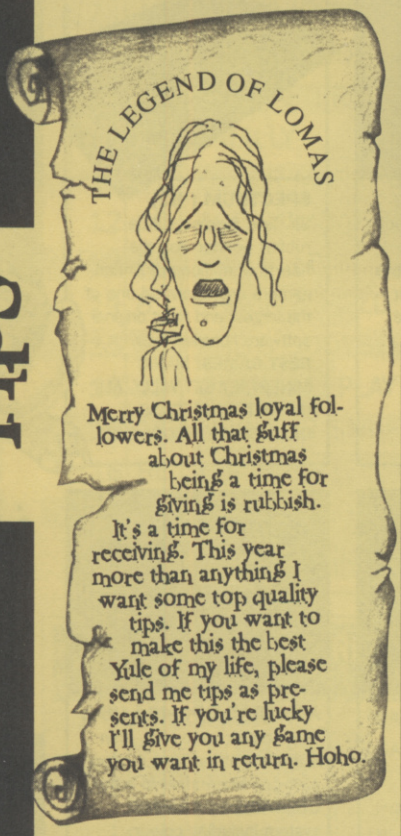
PEAK PERFORMANCE

To get extra cars in 1 Player, Time Trial or Course Editor mode, first go to the car select menu. **Highlight Garage A then hold L1 and press Circle. Now go to Garage B and do the same. Finally, go to Garage C, hold L1+R1 and press Circle.**

To change the regular cars slightly, **go to the car select screen in 1 Player mode and highlight Garage A. Hold Circle and press X and it'll change one of the cars.** Do the same on each of the garages to change the others.

While in the Course Editor, hold the X buttons and press Triangle to get a white cone. Keep putting white cones on the course until you run out and start the race. All the cones should be footballs!

When looking at the cars in any garage, **hold L1 and press R1** to make the indicators



SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

You can now also send any tips or guides to this Email address. But please, don't just give us a load you've ripped off other magazine or the internet. We could do that ourselves if we wanted to, if our network cables hadn't all been nibbled to bits by darned mice.

TIPS.CVG@ECM.EMAP.COM

FORMULA 1 '97

Abdul Quaim (quaium@rocketmail.com) among others wrote in about *Formula 1 97*'s cheat modes. You need to enter these codes as your driver and team name in Grand Prix mode.

Virtual mode
VIRTUALLY
VIRTUAL

Floating ship mode
PI
MAN

Four new tracks
BILLY
BONUS

Overhead camera
ZOOM
LENS

G-POLICE

To get all the weapons and infinite ammunition, go to the Weapons Loadout screen and hold **L1+L2+R1+Circle+Triangle+Square and press Left on the d-pad.**
Here are passwords for the various levels which have been sent in by loads of people.

2	**OLEFGLPI**
3	**WDZWTYQI**
4	**STXGIDEA**
5	**WZKVOFFA**
6	**GRXJTYGA**
7	**IMWGTDXI**
8	**YMPCUZYI**
9	**YWVFHNAJ**
10	**WNLUJSBJ**
11	**UGSIBPNA**
12	**QEJUXFDJ**
13	**UGWHVEQA**
14	**SFMEZGGJ**

CROC: LEGEND OF THE GOBBOS

For a level select, go to the passcode screen and enter this: **Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right**

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

If you really have to play this game, use some cheats to get through it as quickly as possible.

NXCVSR	**Infinite potions**
GTTBHR	**1000 lives**
ZCHRRY	**Start on level 8.**

Press L1 if you die to fight Quan Chi, or L2 to fight Shinnok

GRVDTS	**View credits**

PLAYSTATION

CRASH BANDICOOT 2

To get hold of 10 extra lives for nothing, go to the second warp room and jump up and down on the barking bear repeatedly. Eventually 10 lives will appear, but you can only do this once.

NUCLEAR STRIKE

Use these passwords to play on the various levels and access a few hidden features.

Island	**CUTTHROATS**
Peace	**COUNTDOWN**
2nd Peace	**PLUTONIUM**
DMZ	**PUSAN**
Fortress	**ARMAGEDDON**
E3 Demo	**LIGHTNING**
Future Strike	
Commercial	**COMMERCIAL**

ODDWORLD: ABE'S ODDYSEE

For a level select (we REALLY recommend you avoid using these cheats until you've finished the game properly yourself) **go to the main menu and hold R1. Now press Down, Right, Left, Right, Square, Circle, Square, Triangle, Circle, Square, Right, Left.**

To be able to watch any of the rendered sequences in the game, **go to the main menu and hold R1. Now press Up, Left, Right, Square, Circle, Triangle, Square, Right, Left, Up, Right.**

SATURN

LAST BRONX

To fight against Grey in Arcade Mode, play the game on the default settings and win the first 8 fights with more perfects than defeats. If you manage to do this, you'll fight Grey next.
To play as Redeye, finish Arcade Mode with Yoko on the default settings. You can now pick Redeye by highlighting Joe or Yusaku and pressing Up

To get the stupid weapons (fish, brooms, umbrellas, etc) complete the Basic Training Courses eight times. Then, **when selecting your character, hold to the side of them. If they are on the left, hold Left and if they're on the right, hold Right.**

NINTENDO 64

EXTREME-G

Enter these names to get loads of excellent cheat modes. If you can't get them working in lower case, try them in capitals.

xtreme	**Even faster than usual**
arsenal	**Free missiles**
nitroid	**Infinite turbos**
roller	**Play as a boulder**
ghostly	**Scenery is translucent**
fisheye	**Fisheye lens mode**
magnify	**Magnified mode**
antigrav	**Race upside-down**

banana	**Slippery tracks**
stealth	**Invisible racers**
uglymode	**No graphical effects**
wired	**Wireframe mode**
fergus	**Shoot 'em Up Mode drones become Fergus McGovern**
RA50	**Quit a race, and you finish in your current position**
xgteam	**Enter this name, then go back and change it to one of the program mers' first names from the credits (such as Greg, Ash, Justin, etc). You'll get their faces on the vehicles.**

TOP GEAR RALLY

Each time you finish an entire year including all six seasons (the four regular ones, plus Expert and Professional) you get a hidden vehicle. After the first year you get a Milk Float, the second year gets you the Helmet Car (a helmet on wheels), the third year gets you the Cupra Car, the fourth year gives you the Beachball Car and the fifth year gives you an extra option. The extra option means that you can go to the car selection screen and press the C-Down button to get reflective bodywork. Very fancy indeed.

You can get a few extra car colours at any time by going to the car select screen, holding L+R+all the C-buttons. If you now press Up you make your car white, and if you press Down you can make it black.

SAN FRANCISCO RUSH

There are masses of hidden cheat modes in this game, so if you've already bought it on import you should try them out.

As you cross the finish line of a race, crash your car. **As the words "Game Over" are flashing, hold L+R+Z until the high score display demo starts**. Your car will be smashed up and on fire, but will drive around as normal.

On the car select screen, press and hold C-Down then C-Up, then release them both. Now press and hold C-Up then C-Down, then release both buttons. Your car will change size. Do the cheat again to change it to another size.

On the car select screen, **hold C-Up and press the Z-Trigger four times**. You'll now be able to drive a smashed up car. Do the cheat again to make it catch fire as well.

On the car select screen hold the Z-Trigger and press C-Down, C-Down, C-Down. The fog will change colour! Wooooow!

On the car select screen, press and hold C-Left then C-Right. Now let go of both buttons and press and hold C-Right then C-Left. Release both buttons and your front tyres should change size. Do the cheat again to get another size.
Again on the car select screen, **press and hold C-Right then C-Left. Now let go of both buttons and press and hold C-Left then C-Right. Release both buttons and your rear tyres should change size.** Do the cheat again to get another size.

On the setup screen, hold the Z-Trigger and press Up then Down on the cross-key. Now release the Z-Trigger and press Up, Down, Up, Down. A weight will appear to show the current gravity. Enter the cheat again to get different gravity settings.

On the setup screen, press and hold C-Right then the L shoulder button. Release both buttons and press the Z-Trigger. Now press and hold C-Right then the L button, then press the Z-Trigger again. A texture pattern for the track will appear at the bottom of the screen. Repeat the cheat to get different textures.

On the setup screen, press Left then press and hold Right then C-Right. Now release both buttons and press C-Up, C-Left, C-Down, then the Z-Trigger. There should now be no car collision whatsoever.

On the setup screen, hold the Z-Trigger then press and hold C-Down then C-Up. Keep holding the Z-Trigger and let go of the C-buttons. Now press and hold C-Up then C-Down. The timer should now be off when you play.

On the setup screen, press L, R, L, R, L, R quickly. Now when you play, all the traffic cones will be replaced by mines!

Again on the seutp screen, press Up, Right, Down, Left, Down, Right, Up, Left quickly to turn all the tracks upside-down!

On the options screen, **highlight Mirror and hold all the C-buttons. Press Left or Right on the cross-key to get the Extreme option**. This reverses all your controls.

Win a race on any circuit, then go to the track select screen and press the Z-Trigger four times to get special car
mode.

If you get half the keys on any course you'll be able to drive the cab on that course from then on. If you get all of the keys on a course you get the hot-rod as well.

Start a two-player practice game and abort during the countdown at the start of the race. The timer will go to five minutes and player 2 will be "it". When you're "it" your timer goes down, so you need to tag the other player as quickly as possible. Whoever runs out of time first loses.

MACE: THE DARK AGE

To make your fighter wear bunny rabbit slippers, **go to the character select screen. Now move to Ragnar, Dregan and Koyasha in that order, pressing Start on each. Then select your character with A or B.**
To choose a background, **go to the character select screen, highlight the fighter whose background you want to play in and press Start four times. Then just choose your character and start as usual.**

To play as **Grendal, play a 2-player game and get three wins in a row. Now go to the select screen and highlight the Executioner. Hold Start and Evade and Grendal should appear. Keep holding the buttons and press an attack to start he game in his hideous form.**

To get Ichiro and Gar Gunderson as playable characters, **start the game up and wait for the first copyright screen to appear. When it does, press Right, Up, Left, Down, Right, Up, Left, Down.** You should hear a noise to let you know that they're now available on the select screen above the Executioner.

To play as Janitor Ned, **first go to the character select screen. Now highlight Koyasha, Executioner, Lord Deimos and Xiao Long in that order, pressing Start on each.** Now pick any character with A or B to choose Ned.
To play as Pojo you have to perform Taria's execution in a fight. Then go to the character select screen, highlight Taria then hold Start and Evade. Pojo will show up. Keep holding the buttons and press an attack to select.

These cheats let you have 2-player fights in all sorts of strange conditions. Simply go to the character select screen and highlight the fighters in the order they're listed here, pressing Start as each of them is highlighted.

Big Noggin	**Ragnar, Al Rashid, Tekeshi**
Switch Heads	**Al Rashid, Tekeshi, Mordos Kull, Xiao Long, Namira**
Micronaut Mode	**Takeshi, Al Rashid, Ragnar, Xiao Long**
Speed Grid	**Ichiro, Xiao Long, Koyasha**
San Fran Rush	**Xiao Long, Koyasha**
Castle Mordos Kull	**Taria, Ragnar**
Macchu Picchu	**Namira, Koyasha, Taria**
Miniature Golf	**Koyasha, Mordos Kull, Takeshi**
Random Al (in 1-player mode)	**Hell Knight, Xiao Long, Dregan, Namira**

ARCADE

MARVEL SUPER HEROES VS STREET FIGHTER

If you pick Dan as one of your team members, then **hold the Light Punch button until the fight begins**, he appears with an explosion. No use whatsoever.

To get the game runnning even faster than Turbo mode, **choose your team and at the Vs screen hold Light Kick, Mid Punch and Hard Kick.**

To play as a hidden black and white version of Spider-Man, **go to the character select screen and hold Start. Now move to Ryu, hold Down for about five seconds then press Light Punch and Hard Punch at the same time.**

To play as Evil Sakura, **go to the character select screen and hold Start. Now move to Wolverine and, still holding Start, press and hold Right so that you highlight Hulk. Keep holding the buttons and stick for about five seconds, then press Light Punch and Hard Punch at the same time.**

To play as Evil Zangief, **go to the character select screen and hold Start. Now move to Blackheart and, still holding Start, press and hold Left for around five seconds. Still holding everything, press Light Punch and Hard Punch at the same time.**

To play as Mephisto (Blackheart's 'parent'), **go to the character select screen and hold Start. Now move to Hulk and, still holding Start, press and hold Down for around five seconds. Still holding everything, press Light Punch and Hard Punch at the same time.**

To play as Shadow Charlie, **go to the character select screen and hold Start. Now move to Dhalsim and, still holding Start, press and hold Up for around five seconds. Still holding everything, press Light Punch and Hard Punch at the same time.**

To play as the US Agent, **go to the character select screen and hold Start. Now move to Bison and, still holding Start, press and hold Up for around five seconds. Still holding everything, press Light Punch and Hard Punch at the same time.**

KING OF FIGHTERS 97

To play as Orochi Iori, **go to the character select screen and highlight Iori. Now hold Start and press Left, Right, Left, Right, Left, Right, then A+C at the same time.**

To play as Orochi Leona, **go to the character select screen and highlight Leona. Now hold Start and press Up, Down, Up, Down, Up, Down, then B+D at the same time.**

To play as the hidden Orochi team, **enter the code for Orochi Leona, then go back to the character select screen. Now hold Start and press Up, Left, Down, Right, Up, Down, then B+C.**

That's it for this month – Merry Christmas, my little elves! Use your holidays wisely – devising a zillion awesome cheats and tips for us to print next issue! Peace.

FREEPLAY CLASSIFIED

PLEASE REMEMBER: INCOMPLETE, INCOMPREHENSIBLE AND ILLEGAL CLASSIFIED ADS WILL BE THROWN AWAY! MAKE SURE YOUR AD IS CORRECT BEFORE MAILING.

CONSOLES

● **PHILIPS CDI + 2 GAMES**. NEEDS NEW CONTROL PAD. ONLY £80 RING SEAN ON 01942 891737 AFTER 4PM

● **GAMEBOY + 6 GAMES** INC; WWF & DOUBLE DRAGON, NIGHT LIGHT + CASE £60 CALL 01676 542755

● **VECTREX + 7 GAMES**, EX. CONDITION £300 ONO OR PART EXCHANGE FOR STAR WARS TOYS. PHONE LEE 01794 501104

● **PS + 6 TOP GAMES INC**. ISS PRO & SOUL BLADE, 2 PADS + MEM CARD £200 ONO CALL CHRIS 01536 402973

● **NEO GEO CD** & CART + 6 GAMES FOR SALE. ALSO LOADS OF PC ENGINE GAMES, AND 2 CONSOLES FOR SALE. CALL 01893 443051

● **GAMEBOY** £75 WITH AMP, LIGHT MAGNIFIER, TETRIS, KIRBY PINBALL, TURTLES & MEGA MAN 3 & CARRY CASE. CALL 01280 815227

● **SWAP SNES** 13 GAMES ADAPTER & 2 PADS, FOR PS WITH 1 PAD & 1-3 GAMES. OR SELL FOR £140 CALL 01912 528340

● **SEGA SATURN FOR SALE** BOXED, 2 PADS, 9 TOP GAMES £150 ONO STOKE ON TRENT AREA. CALL 01538 387782

● **MEGADRIVE & 5 GAMES**, PLUS 2 PADS. FULLY BOXED, GOOD CONDITION. £60 CALL 0131 5384370

● **FOR SALE: 32X & MD2**, 3 PADS & 9 GAMES INC; V.FIGHTER, MK3, V.RACING & VECTORMAN £80 CALL 01235 529754

● **N64 WITH MARIO, WAVERACE**, MARIO KART, TUROK & MEM. CARD + 2ND RED PAD. SCART/VIDEO LEAD ONLY £300 ONO BOXED. CALL 01905 855094 (FLAT 1)

● **MEGADRIVE 2 & 10** GAMES FOR £70. CALL LUKE ON 01737 248223

● **PS + 11 GAMES INC**; C&C, CRASH, TR, SFA2 & MMV3, 2 PADS, MEM. CARD (ALL BOXED) £200 CALL MATTHEW 01246 204364

● **VECTREX + 4 GAMES**, OFFERS PLEASE! OR PART EXCHANGE WITH PLAYSTATION GAMES. SEND OFFERS WITH SAE TO ROSS SILLIFANT, 3 VICTORIA SQ, HOLSWORTHY, DEVON, EX22 6AA

● **SNES + 2 PADS**, 3 GAMES (UNBOXED) WITH ADAPTOR & PLAYERS GUIDES £60 PHONE 0114 2557547 ALSO KI GOLD PLAYERS GUIDE £15

● **WANTED: UK N64**, MUST BE IN GOOD CONDITION PAY £80 OR WITH LYLAT WARS & PAD #125 CALL 0113 2628559

● **SNES WITH 15 GAMES** INCLUDING KI, DKC & STREET RACER & 2 PADS. £180 CALL 01923 236509

● **GAME GEAR** WITH SONIC 2, MICRO MACHINES & JUDGE DREDD, 4 GAME ADAPTOR ALL FOR £80. ALSO SAT. VIRTUA FIGHTER £20

● **MEGADRIVE** + 8 GAMES, GAME GENIE, 2 PADS & COMP. PAD, CARRY CASE £80 CALL 0171 7329408 AFTER 5.30 PM ASK FOR CHRIS.

● **SATURN FOR SALE** WITH 2 PADS, 11 HAMES + LIGHT GUN ALL FOR £250 CALL DAVID ON 01473 735716 (INC RF UNIT)

● **FOR SALE: PC ENGINE** CORE GRAFX 2, SCART, JOYPAD & PSU £50 SUPER GB FOR UK SNES, BOXED & COMPLETE £20 CALL 0161 7994670

● **SATURN** – 5 WEEKS OLD, 2 PADS, MEM. CARD, NIGHTS & PAD, FIGHTERS MEGAMIX, TOMB RAIDER & 4 MORE £195 CALL 01229 473940 AFTER 6PM

● **SATURN + 12 GAMES**, MEM CARD, 4 PADS & GUN £200. PHONE BARNABY 01494 758578

● **PLAYSTATION + 10** GAMES, LOADS OF ACCESSORIES, MAGS, DEMO'S £275 ONO CALL ADAM 0181 6414468 AFTER 4PM

● **VECTREX + 7 GAMES**. EXCELLENT CONDITION – GAMES BOXED, CONSOLE NOT £250 TEL: 01942 209921

● **N64 (PAL)** FOR SALE + 2 GAMES. WILL SEPERATE £240 ASK FOR LUKE, NO OFFERS 0181 4028683

● **MD**, PAD & 6 GAMES ALL BOXED INC; WORMS, VECTORMAN, FIFA 95 & MEGAGAMES £50 NO OFFERS. CALL 0151 4288548

● **PLAYSTATION** FOR SALE WITH 7 TOP TITLES, 3 PADS, LINK, WHEEL, GUN, MEM. CRADS WORTH £555 SELL FOR £275 CALL 01923 447913

● **WANTED: PC ENGINE** & NEO GEO MACHINES & GAMES WANTED. WILL CONSIDER ANYTHING. TEL: 01453 521112

● **N64 + PAD**, MARIO 64 & SHADOWS OF THE EMPIRE, ALL BOXED WITH INSTRUCTIONS, IN MINT CONDITION £200 ONO CALL 01446 743266

● **SNES + 14 GAMES**, 3 PADS, MULTITAP. GAMES INC; DKC3, SFA2, MARIO 2, OLYMPICS, DOOM & SGB + GAME ALL £250 CALL RICHARD ON 0151 7224079

BOXED SATURN + 2 PADS & 17 GAMES, 5 DEMOS, TIPS BOOKS & MAGS £350 CALL RUSS 0161 7637045

● **SATURN + 2 PADS** & 8 GAMES INC; RALLY, VF, SWWS '97, UMK3, WIPEOUT & DEMOS. SWAP FOR PS & PADS, WITH 5-6 GAMES. DESPERATE!! CALL NIGEL ON 01952 404531

● **WANTED: A PLAY STATION**, PAT UP TO £90. ASK FOR JIM ON 01487 841277

● **WANTED: NEO GEO CE** OR NEO GEO CDZ SYSTEM. WILL OFFER UP TO £70. CALL KIM HA ON 0171 4983504 AFTER 6PM ONLY

● **N64, MARIO KART**, ISS, EXTRA PAD & MEM. CARD, MAGS WORTH £325 SELL FOR £230 PHONE 01268 463152 AFTER 4PM

● **SEGA, NINTENDO** & COMMODORE HARDWARE & SOFTWARE FOR SALE. SEND SAE TO PETER CARR, IVY COTTAGE, LONG MEDOWS, EAST HERRINGTON, SUNDERLAND, SR3 3PP

● **SATURN & 7 GAMES**, 2 PADS & STEERING WHEEL £200 ONO CALL FRED ON 01422 844411 GOOD CONDITION

GAMES

● **SATURN GAMES**; F. MEGAMIX £35, WWS'97, VIRTUA COP & VIRTUA STICK £25 EACH. PLUS MORE CALL E. GIBB 01703 847578

● **FOR SALE; RAYMAN** & RRR £12 EACH, TEKKEN 2 £25, SUPER PUZZLE FIGHTER 2 £20 ALL GOOD CONDITION OR £55 THE LOT. CALL KRIS ON 01684 893804

● **SWAP MY F1** OR DEST. D 2 (PS) FOR YOUR TUROK (N64) GOOD CONDITION. CALL 0161 2233545

● **WANTED: MK3** FOR THE MEGA DRIVE WILL SWAP FOR NFL SPORTS TALK FOOTBALL STARRING JOE MONTANA. PHONE 01620 826586 AND ASK FOR IAN

● **HUGE RETRO COLLECTION FOR SALE**, ALL FORMATS, HARDWARE & SOFTWARE. SEND SAE TO 11 OAKLANDS RD, GROOMBRIDGE, T/WELLS, KENT TW3 95B

● **WANTED: JAP MD GAMES**; SYBTERRANIA, TOY STORY & SONIC 3D. MUST BE COMPLETE & AS NEW, GOOD PRICE PAID. CALL 0161 7994670

● **WANTED: NHL POWERPLAY HOCKEY** ON SATURN WILL PAY UP TO £15-20 CALL & ASK FOR IAN ON 0161 4257401

● **FOR SALE TUNNEL B1, LOADED**, ALIEN TRILOGY, BUST A MOVE 2, TRUE PINBALL OR SWAP FOR EXHUMED, KRAZY IVAN OR OVERBLOOD. CALL 0181 4506879

● **ANYBODY WANNA SWAP COOL BOARDERS** OR TEKKEN 2 FOR BROKEN SWORD? CALL 01703 267516

● **SATURN GAMES**; LOADED, C.KNIGHT, V.HYDLIDE £10 EACH ALIEN TRIL. £15. EX. CONDITION BOXED WITH MANUALS. CALL PETE 0151 4953337

● **DESPERATELY WANTED: FINAL FANTASY** 2 & 3 FOR GAMEBOY. CALL 01799 502426

WANTED: FOR MEGA DRIVE ROBOCOP VS. THE TERMINATOR. CALL ROBERT ON 01738 443404

● **WANTED: ANY RPG'S**, ESPECIALLY CHRONO TRIGGER, TERRAMANIA & FINAL FANTASY 1 OR 2. CALL ALEX ON 01296 398053

● **SWAP MY WAVE RACE** 64 FOR YOUR BLAST CORPS 64. CALL 0181 9926835 ASK FOR DANIEL

● **SWAP XMAS NIGHTS** FOR KING OF FIGHTERS '95 (PAL) OR SONIC JAM (ANY) OR SELL FOR £25 ALSO SUPER GUN FOR SALE/SWAP. CALL 01782 238683

● **DONKEY KONG COUNTRY** (SNES), ISS DELUXE 9SNES) VECTORMAN (MD) £10 EACH OR £25 THE LOT. CALL 01606 592381

● **8 MEGA DRIVE GAMES** FOR £20. MD CONSOLE FOR £20 CALL DAN ON 01527 451739

● **SNES GAMES FOR SALE**; DOOM, TOM & JERRY & TINY TOONS + CONVERTER. ALL FOR £33. CALL 01588 638552

● **WANTED: THEME PARK** (PS) WILL SWAP FOR COOL BOARDERS, ALIEN TRILOGY, NBA JAM EXT. OR ONSIDE SOCCER. CALL LEIGH ON 0161 9454429

● **WANTED: CHRONO TRIGGER** (US) + ADAPTOR & OR SECRET OF MANA (UK) WILL PAY £35 OR £25 FOR SECRET OF MANA. PHONE 0181 5314065 AFTER 5PM & ASK FOR DAMIEN

● **WANTED** WWF RAW FOR SUPER NINTENDO. CALL 0121 6087498

● **PS GAMES; DIE HARD TRILOGY** & ISS PRO £25 EACH. CALL 01322 340273

● **PS GAMES; CROC & TOBAL NO. 1** £30 EACH OR BOTH FOR £55 CALL 01745 334751 AFTER 5PM ASK FOR DAVID

OTHERS

● **SEGA ARCADE COIN-OP** ENDURO RACER FOR SALE, MOTORCYCLE HANDLE BARS TYPE, WORKING ORGER, GREAT FUN. OFFERS TEL: 01753 522963

LOOKING FOR NEON GENESIS EVANGELION FANS. WRITE TO ME ROBIN POULTON, 70 WESTFIELD CL, 79-109 LOTS RD, CHELSEA, LONDON SW10 ORQ

● **WANTED: BLACK VIRTUA GUN** , WILL PAY CASH. CALL JOE 01457 865771

● **WANTED: FEMALE PENPAL**, AGED 15-18 LIKES SIMPSONS, PLAYSTATIONS AND ME! WRITE TO MARK WILKINSON, 76 RED LANE, BOLTON, BL2 SEL (PLEASE SEND A PHOTO).

● **WANTED: M/F MANGA** MENTAL PEN PALS. ANY AGE, JUST WRITE (PLEASE SEND A PHOTO) MATTHEW JENKINS, 63 TOWER ST, TREFOREST, PONTYPRIDD, MID GLAMORGAN, SOUTH WALES.

● **SWAP GAMESTER** STEERING WHEEL FOR 14" TV WITH SCART SOCKET OR SELL FOR £50 VGC CALL ROB 01582 461093

● **OFFICIAL SEGA SATURN MAG**, ISSUES 1 & 2. NO LONGER AVAILABLE AS BACK ISSUES. OPEN TO OFFERS CALL GARY ON 01642 597017

● **GAMESMASTER MAGS FOR SALE**, ISSUES 8-50 OPEN TO OFFERS. CALL 01482 572764 ASK FOR NEIL

● **HERE'S VALUE FOR YA!** 17 GOOD CONDITION COMPUTER & VIDEO GAMES MAGS FROM JUNE 96 – OCT 97 ONLY £25 CALL 01274 502435

● **WANTED: MALE PEN PAL** INTERESTED IN DESIGNING GAMES 12-13. THE KNOLL, 26 LONDON RD, LIPHOOK, HANST, GU30 7AN

● **WANTED: PS PRO ISSUES** 1-6 & POWER STATION ISSUES 1-7. PHONE 01288 598796

● **WANTED: 3DO MAGAZINE** #1 & 15. WILL PAY GOOD PRICE. ALSO IMPORT 3DO GAMES WANTED. WILL PAY GOOD PRICE. CALL ALAN ON 01257 252840

● **18 COMPUTER MAGS**, RECENT ISSUES INC; PS POWER, GAMES MASTER & ESSENTIAL PS £15. TEL: 0181 429082

● **WANTED: GAME GENIE** CODE BOOK FOR MEGA DRIVE. PLEASE, PLEASE HELP. CALL 01592 759174

MELTING POT

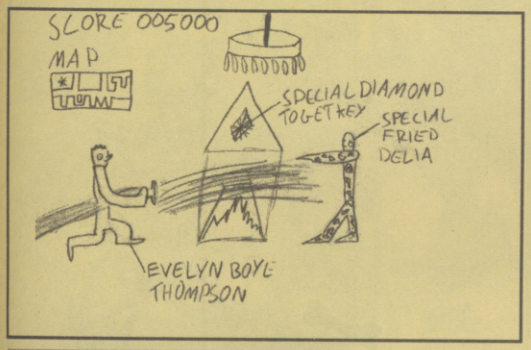
YOUR CHANCE TO CREATE A GAME!

Want to tell the World your brilliant idea for a game? Scared that unscrupulous people will sell it off as their own? Send it to Melting Pot. Not only does everyone get to read your fantastic concept, but because it's in print, it's copyrighted to you! Oh, and one small note about how best to get your idea printed. Keep the writing to no more than 300 words and include a bold black and white drawing of how it looks. Reams of pages and poor art won't be chosen. Nuff said.

SAUSAGE EVIL

© Tommy To, Bethnal Green

My game is based on Capcom's Resident Evil, but is set in a bed and breakfast. All the staff have been fried due to an oil flood in the kitchen and have turn into crispy fried Delia Smiths. You, Evelyn Boye Thompson, professional B and B inspector and companion, Michelle Goh, are trapped in room 13 and trying to escape, but, exhausted after a night session. Radio connection have been terminated and the closest telephone booth is outside. Weapons include fire extinguishers, water hoses and the usual guns etc. You need to collect different objects to get special items.

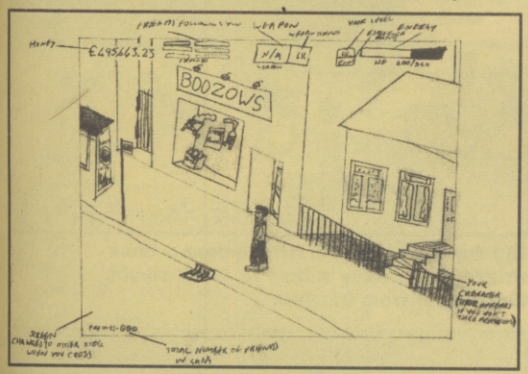


RATING

LIFE

© Garry paton

My game is an RPG in the 20th Century. You control a guy and start in your house. To choose it you must refer to a large map of Britain, pick a town, then a street, then a house. You start with £500,000 to spend. You're a married man in your



thirties (you pick your wife out of a choice of 10, then her name). After exploring the contents of your house, of which the furniture is already positioned, you leave your house to go to shops, maybe for food or a newspaper, but when you return your house has been robbed and your wife killed!

After that you have to question people and ask them if they saw anything. You have to buy a car and in the process travel in aeroplanes, buses and trains! You have to gain money by performing certain jobs like being a waiter or being a stripper.

You eventually find the evildoer is a boss of a criminal organisation – who is different every time you play a different game. Saving points are places like your house or hotels. You eventually find gun shops, but you have to get a gun under 44 caliber. If you don't, you get found by the cops then get nicked! Same goes for things like shop-lifting. You don't have to get a gun, you can solve the problem in a more civilised manner like phoning the police to come and get him when you find him and have him captured.

Another thing would be collecting friends to join you to form a gang and make a base. Then you can all take over the bad guy's organisation for yourself or just defeat the bad guys (kill or get arrested) and continue just to be friends. You could continue for as long as you like, getting more friends. I think it would make a cool game, maybe for the new 128-bit Sega machine.

RATING

RUSH HOUR

© Scott Williams

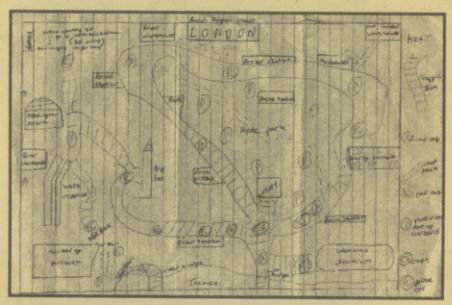
A driving RPG. You can be 1 of 10 taxi firms driving in 52 major cities worldwide.

Idea:– To drive your chosen taxi through rush hour traffic picking up celebrities and normal citizens and dropping them off at their requested destination with time limits. Police chases occur when speeding or mowing down citizens. You also loose speed and time. Real time car damages and handling effects.

You get competition from rival taxi firms. In later levels other firms become more violent with attempts to drive you off the road and shooting at you.

You can get experience points for reaching your client and their destinations (this will allow your car to become faster and have more handling capabilities) experience points also for ramming other firms off the road and evading capture by police. You might get tips (credits) off your clients depending on how fast you get there and how well you drive (you get a map of each city).

You can custom-edit your taxi-firm – create your own car-specs and log, + car designs. Road rage will occur. Please, please Psygnosis make this game.



RATING

LITTLE RED RIDING HOOD + OTHER STORIES

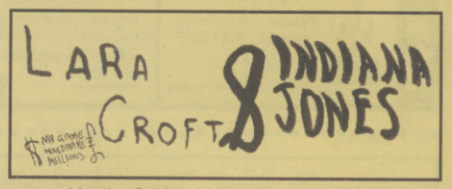
©Ez Best

You are the fairy story's characters versus each other. For example, Little Red Riding Vs The Wolf, or the Three Little Pigs Vs The Big Bad Wolf (large variety of characters then – CVG). None of the characters have weapons apart from things from the fairy tales like a basket for Little Red Riding, and a brick, straw and a stick for the 3 little pigs! You can have evil secret characters such as the Wicked Witch of the North or West or whatever.

RATING

LARA CROFT VS INDIANA JONES

It is the year 2000, the world has recently been



ravaged by the 3rd World War. So ravaged in fact, that humans become an endangered species, cities are turning to ruin and jungles are growing through them. The animal population thriving however (thus the Tomb Raider theme). Soon the human population rises by three million people per country and most cities are rebuilt. However Nazi's also come back into power and plan for the 4th World War (Nazis usually mean our good mate Indy). Lara Croft and Indiana Jones then come together in an epic jungle/war adventure. Indy to cruch the Nazis, and Lara because the Nazi leaderis none other than Larson's elder brother, Xavier (full name Thomson Xavier).

RATING

DEMON LORD

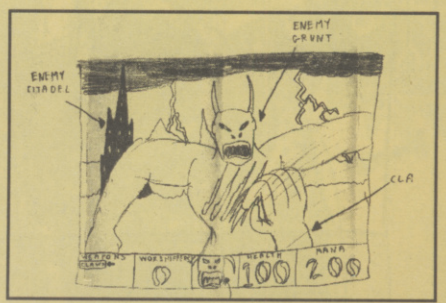
© Henderson Games 1997

This game would be played over the internet and would use an advanced version of the Quake engine. It takes place in the depths of Hell.

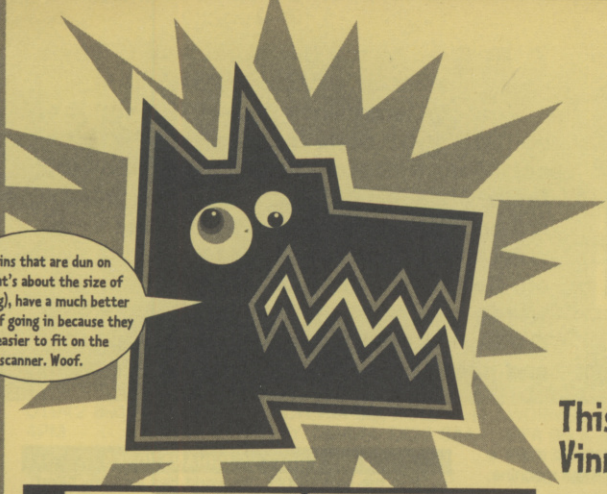
You begin by joining a tribe of puny Grunt demons (who, like every other character in the game, are controlled by other net users). You can improve your type of demon by absorbing mana from enemy demon tribes you kill. Your demon evolves according to how you play – like in Panzer Dragoon Zwei – so if you go on a mad killing spree your demon will grow large muscles and lots of weapons, whereas defensive players evolve magic abilities. Once you are powerful enough, you can build yourself a citadel and fill it with defences, and attempt to enlist the services of weaker players.

The weapons and magic in the game don't use ammo. Instead, you draw energy from the amount of human followers you have on Earth. If you team up with other demons you can take energy from their followers as well. You can go to Earth and kill enemy demon followers. You can also seduce humans and get them to sell you their souls, giving you HUGE amounts of mana, and you can have women give birth to your demon spawn, which you can control if your main demon gets killed.

The game never ends, but the goal would be to become an all-powerful Demon Lord and destroy or control all the other demons. And with players from all over the world trying to do the same thing, this would be the best game ever.



RATING



drawinz wot you dun

This is where budding young Leo DaVinc's and struggling Vinnie Vangoffers try to scribble their way to CVG stardom.

KEY	
Pictures that are boring get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

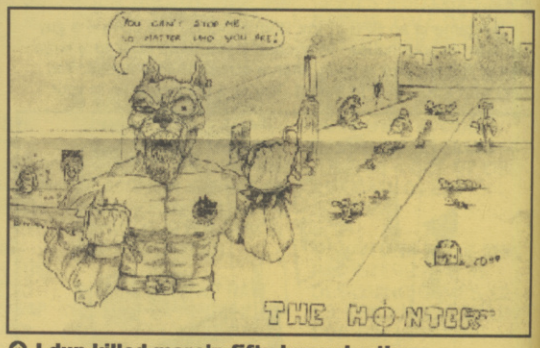
Standards have been slipping, so I've decided to come down on you hard this month, like a million tons of lead ingots. Get those weak brain boxes into gear otherwise I'll bite your fingers off and bury them at the back of the garden!

A dog-gone crazy K9 picture from John Nguyen. This nearly went walkies! Knerr! Ak! Grunnn!

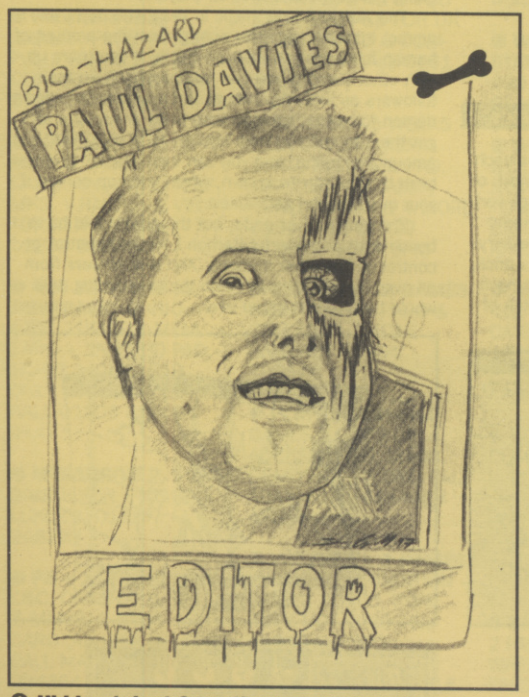
Mario's been playing away from home. From D Gaudion.

You betcha Michael Watson.

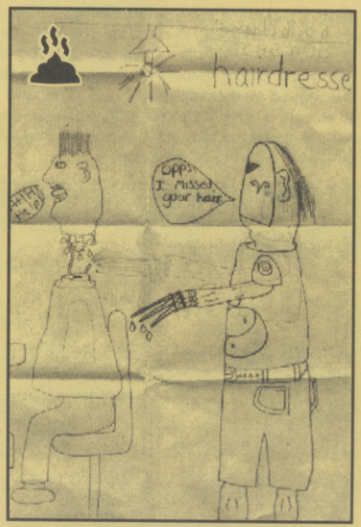
Ray Higgins and his pals play kiss-chase in the playground.



I dun killed more'n fifty hunerd o them wriggerely critters 'n they're a-still comin. Chris Dufor from Belgium.

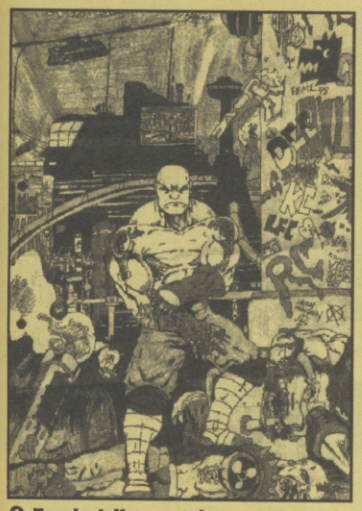


Hidden talent from the wee brain and wee pencil of wee Jamie Campbell. Wee-wee breath.

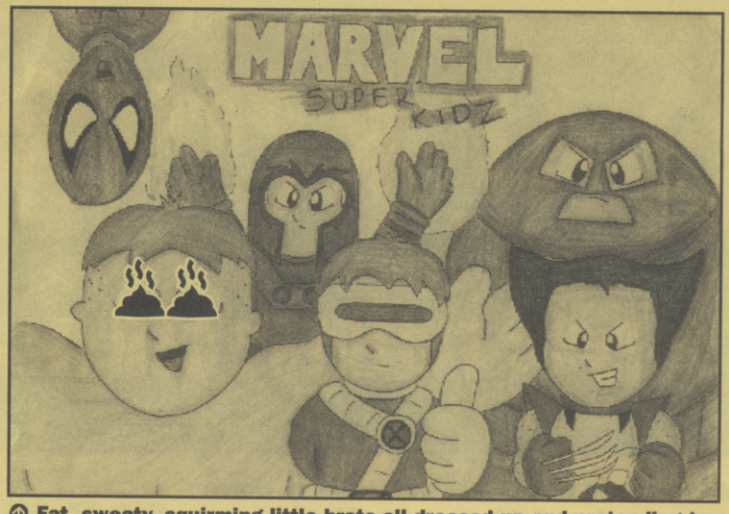


How can he scream with his head chopped off? Grit-Brain. Elliot Crispin Brown.

Hunter's fat uncle Cruncher, from Cian O'Brien aged 10.



Femi strikes again. Ooorraaaagghhhhhhhgaaaaa!!!!!



Fat, sweaty, squirming little brats all dressed up and pretending to be heroes. From David Omigie.

This looks like you and your girlfriend, Greg Hannan.

From the deranged mind of Nick Morrison.

Croc=Crap.

Yo dudes watch out. From Sarah Cabry.

By Asif Shaikh. Yeah.

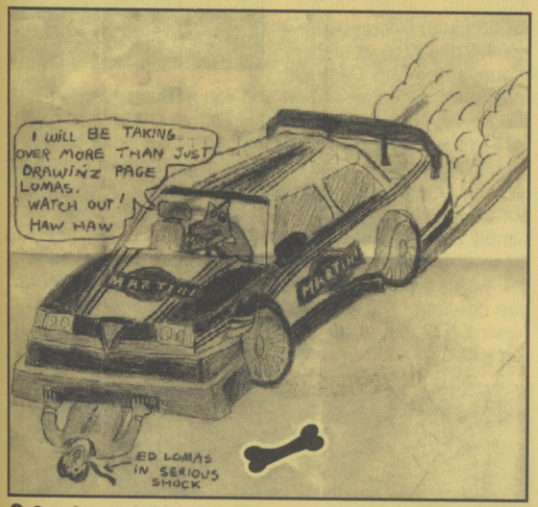
Send 'em in to:

drawinz wot you dun

CVG, Emap Images,
37-38 Millharbour,
The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.

A naughty piccy from AC-DC.



Good, crush his puny Pink Floyd skull. Luke Rolltit.

Boring, boring, all the same, this is boorrinnggggg, boring, bo-or-or-oring. Boringz wot you dun, borrrrrrrrrrrrrriiiiiiinnnnnnnnnnggggggggggggggggg.....

A mediocre effort from Deen Lim.

Ohh yeah baby. This months winner, of err not much apart from widespread critical acclaim throughout the land. Rebecca Morris.

MORTAL KOMBAT 4

VERSION 2.1 CVG's FREEPLAY STRATEGY GUIDE

By Slasher Quan

Here's the strategy guide you need to konquer the viciously violent fourth edition of Midway's premiere fighting series, *Mortal Kombat*. Version 2.1 is now out and it fixes most of the bugs of the glitchy version 1.0 we covered a few months back, and (apparently) all the Fatalities, Kombat Kodes, and other secrets are now active. Rip this out and bring it with you to the arcades, then start ripping off a few heads, spines, and other body parts. In the game.

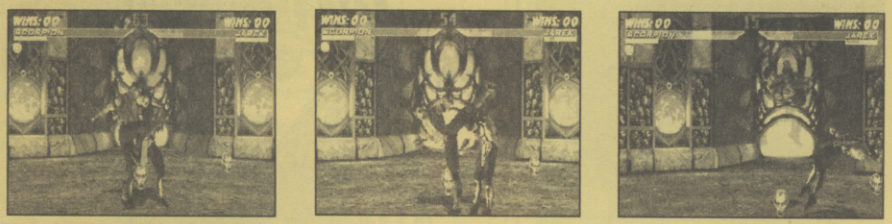
PLAYGUIDE

GENERAL TRAINING

GROUND KOMBOS

Those who remember *MK 3*'s ridiculously complicated dial-a-button ground kombos will immediately note that ground kombos have been vastly simplified in *MK 4*. First of all, the options are exactly the same for everyone. You basically have three choices, as shown below:

Three Hits: Hit HP,HK,HK



Two Hits into Special Move: Hit HP or HK, HK, then immediately do the motion for a special move. The special move's animation will cut off the last HK, much like a Street Fighter two-in-one.

Launcher: HP, HK, D+HK; this will knock them into the air, setting them up for a juggle kombo.

KEYS		
	HP = High Punch	RN = Run
	LP = Low Punch	U = Up
	HK = High Kick	F = Forward
	LK = Low Kick	B = Back
	BL = Block	D = Down

JUMP IN KOMBOS

To initiate a juggle kombo where you knock the opponent off their feet and into the air, jump in with a High Kick. To start a ground kombo, jump in with a High Punch. Jumping in with a Low Punch or Low Kick will knock the opponent down onto the ground, so don't use those if you want to start a kombo.

DEFENSIVE HIGH PUNCH KOMBOS

Another great way to start a kombo is knock a jumping opponent out of the air with a standing High Punch. The distance and positioning to make this work is much different from previous *MK* games; you must be farther back than usual. Make sure your HP connects with the tip of their foot, otherwise you might take the hit!

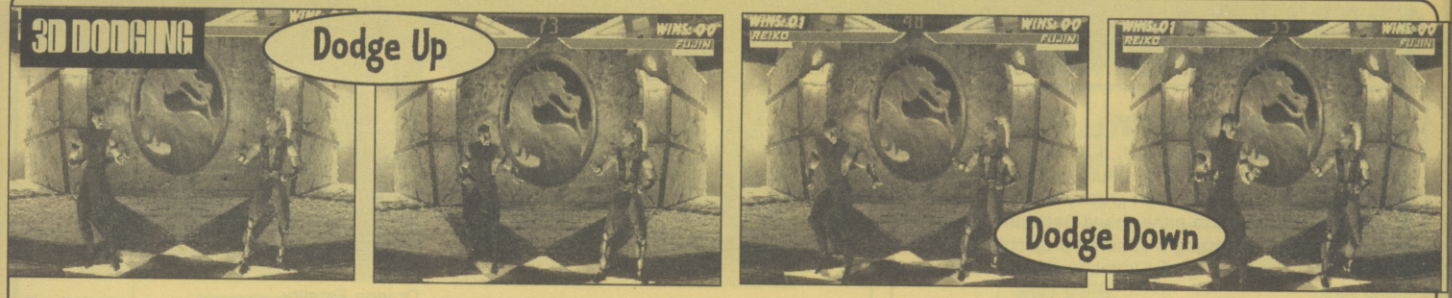
MAXIMUM DAMAGE

A new (and in my opinion, utterly ridiculous) addition to *MK 4* version 2.0 is the maximum damage barrier for kombos. Once your kombo hits 40% or higher damage, the Max Damage indicator flashes on-screen and you're flung away, ending the kombo. If you use mad skill and you're able to reach 39%, your final hit could theoretically take you into the high 50s, but that's the best you're gonna get. Now don't misunderstand me, I am definitely in favour of damage control on kombos, but this is just TOO much... why not simply tick the damage down to one or two percent per hit over 40%? That way the bad-ass players could show off, without the damage being too high. As it is, ANYONE can do one of the simplistic maximum damage kombos, leaving no room at all for showboating! Goodbye to all the fun Kai kombos from version 1.0...

WEAPONS AND OBJECTS

You can pick up almost anything, such as your own dropped weapon, an opponent's weapon, rocks, skulls, and other goodies simply by hitting D+RN. You'll throw rocks and similar objects automatically when you grab them. If you want to throw a weapon, simply use your standard weapon draw motion.

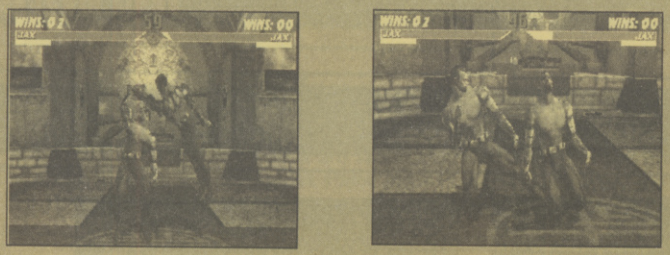
3D DODGING



Tap RN, RN to dodge upward into the screen, or D+RN, RN to dodge downward. This is a useful technique to use to retrieve a lost weapon which has been scrolled out of play by camera rotation. However, it's not as useful as sidesteps in other 3D games, because the dodge is so fast that unless it's perfectly timed you'll still get hit. Use it when the opponent throws a projectile, or when they're in close and you want to surprise them.

THROWS AND LIMB BREAKERS

Throws are done with LP when standing close, and the new limb breakers are executed with LK at close range. Unfortunately, in version 2 it's not possible to follow up either one with a kombo (such as Kai's limb breaker – sweep kombo in version 1.0).

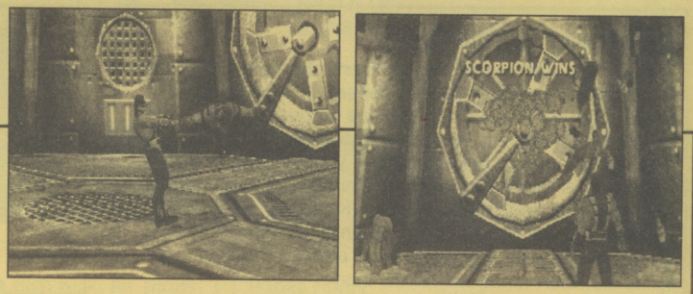


FOOT GAMES

While sweeps were an intricate part of close-range "foot games" in previous *MK*s, they have been drastically slowed down in *MK 4*, thus reducing their effectiveness. You might want to try the ducking LK or even a standing LK to keep opponents away when they try to throw you. Remember, you must be holding down and away to block a throw.

FATALITIES

MK 4 is rumoured to have between two and five Fatalities per character. As yet, not all the fatalities have been found, and it's not yet clear just how many there are in total. Stay tuned to CVG for further updates.



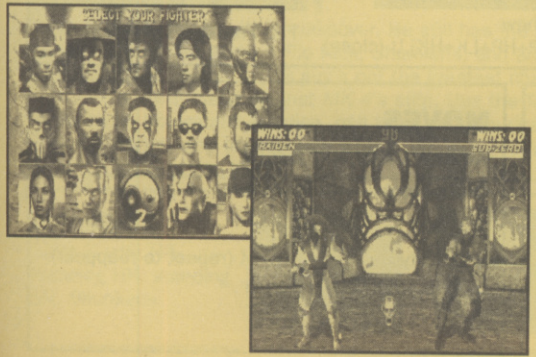
FAN FATALITY

This is similar to the 'pit' stage fatalities from past *MK*s. All the characters can 'execute' this Fatality on the Prison Stage where you uppercut the opponent into the sharp, rapidly rotating blades of a fan. Simply do the indicated motion for your character while standing close.

SECRETS ALTERNATE OUTFITS

Move the cursor onto the desired character and push the indicated buttons to flip around their icon, revealing a Yin Yang symbol, then select the character and you'll be clad in a slightly different costume, which might be a simple colour swap or as complicated as a new garment or face (Sub-Zero, for instance, takes off his mask).

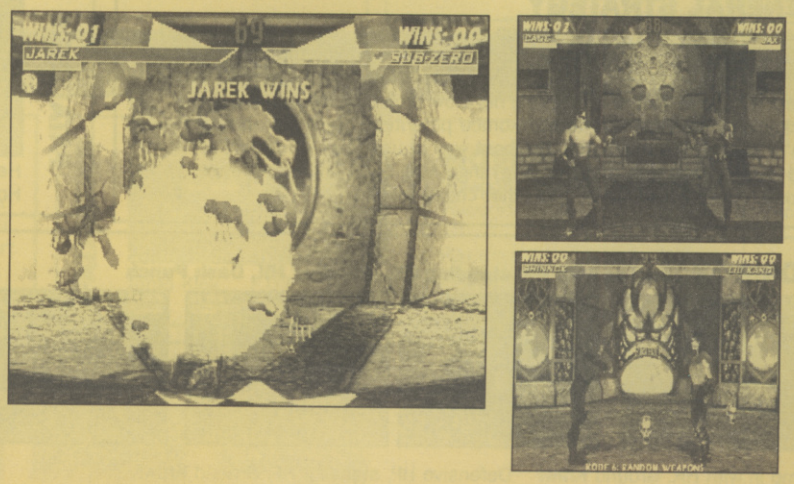
Kai	**Hold Start (HP+BL+LK)**
Shinnok	**Hold Start (HP+BL+LP)**
Reptile	**Hold Start (LP+BL+LK)**
Jax	**Hold Start (LP+BL+RN)**
J. Cage	**Hold Start (LP+LK+RN)**
Tanya	**Hold Start (LP+HK+LK)**
Sub-Zero	**Hold Start (HP+BL+RN)**
Sonya	**Hold Start (HP+LK+RN)**
Raiden	**Hold Start (LP+BL+HK)**
Liu Kang	**Hold Start (HK+BL+LK)**
Scorpion	**Hold Start (HP+BL+HK)**
Reiko	**Hold Start (HP+LK+RN)**
Jarek	**Hold Start (HK+HP+RN)**
Fujin	**Hold Start (HP+LP+HK)**
Quan Chi	**Hold Start (HP+HK+RN)**



VS SCREEN KODES

Much like *MK 3*, *MK 4* has Vs screen kodes which can produce various effects as noted below. Enter the kodes with player 1 and player 1's LP, BL, and LK buttons. The number indicates the number of times you must hit the appropriate button. Here are the known Vs screen kodes thus far:

Kode #1 -	**Free Weapon**	**111-111 (one weapon at the start of the round)**
Kode #2 -	**Throwing Disabled**	**100-100 (no throws allowed)**
Kode #3 -	**Armed and Dangerous**	**444-444 (start off with weapon equipped)**
Kode #4 -	**Silent Kombat**	**666-666 (music is off)**
Kode #5 -	**Explosive Kombat**	**050-050 (final hit causes loser to blow up)**
Kode #6 -	**Random Weapons**	**222-222 (begin fight with random weapons)**
Kode #7 -	**No Power**	**123-123 (start off one hit away from death; great for fatalities!)**
Kode #8 -	**Many Weapons**	**555-555 (weapons litter the arena)**
Kode #9 -	**Randper Kombat**	**333-333 (randomly morph into other fighters)**
Kode #11 -	**Weapon Kombat**	**002-002 (you never drop your weapons)**
Kode #13 -	**Noob Saibot Mode**	**012-012 (possibly enables a fight against Noob Saibot, but the method is still unknown)**
Kode #14 -	**Red Rain**	**020-020 (the rain turns red on the mountain stage)**

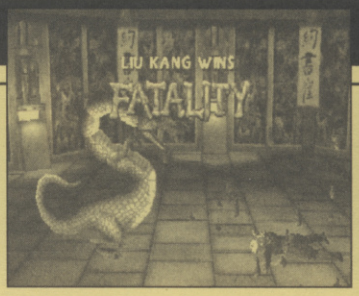


LIU KANG

GENERAL STRATEGY

Liu Kang has changed very little, if at all, from previous *MK*s. In fact, in version 1.0 he could do the Bike Kick without charging, so he's been greatly weakened in version 2.1. You want to either hang back and win the fireball wars with Liu Kang's superior projectile arsenal, or get in their face and go for kombos into the Bike or Flying Kick.

FATALITIES



Fan Fatality F,F,B,LP

Dragon Fatality
F,F,F,D,BL+HK+LK(Sweep distance)

KOMBOS

Jump in with HP, standing HK, standing HK, Flying Kick

Standing HK, standing HK, D+HP, jumping HK, Air Fireball
Defensive HP, jumping HK, Air Fireball

MOVES

Weapon – Jagged Sword	B,F,LK
High Fireball	F,F,HP (can be done in the air)
Low Fireball	F,F,LP
Flying Kick	F,F,HK
Bicycle Kick	Charge LK three sec., release

SONYA

GENERAL STRATEGY

Sonya Blade was one of the dominant characters in version 1.0 of *MK 4*, but sadly the developers decided to add a pause after her Cartwheel. Whereas before the move could be used with impunity to harass opponents, now it's been reduced to use only in kombos or if you block an attack which leaves them vulnerable. Go for the Leg Grab whenever they twitch, use the Bike Kick as a defensive counter, and the Square Wave anytime you think they'll jump. Be offensive and make them afraid to do anything but turtle, then run in and throw them.

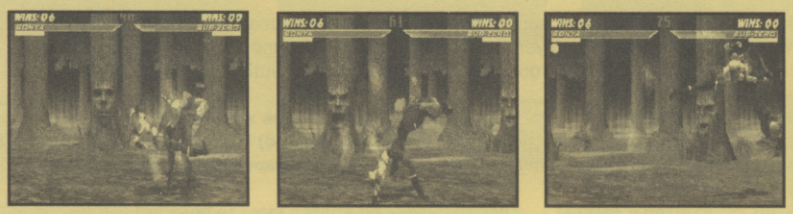
FATALITIES

Fan Fatality D,D,B,B,HK

Kiss of Death D,D,D,U,RN (Sweep distance)

KOMBOS

Jump in with HK, Cartwheel, Square Wave Flight



Jump in with HP, standing HK, standing HK, Ring Toss
Defensive HP, standing HP, jumping HK, Air Throw

MOVES

Weapon – Spinning Blade	F,F,LK
Cartwheel	D,F,LK
Ring Toss	D,F,LP
Leg Grab	D,LP+BL
Bike Kick	B,B,D,HK
Square Wave Flight	F,B,HP
Air Throw	BL when close in the air

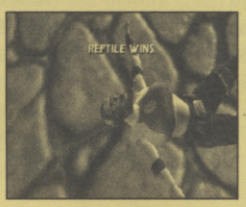
REPTILE

GENERAL STRATEGY

When has there ever been a version of *MK* in which Reptile didn't suck?! *MK 1*, I suppose (of course, he wasn't playable). Adding the Ground Krawl to Reptile's repertoire in version 2 just wasn't enough. Stay away from this character unless you're an expert; his slow projectile (which is utterly duckable by the way) and lack of kombo potential cripple him. However, if you're playing in a mismatch, the best way to use Reptile is to disappear and harass them with a mix of long-range Acid Spits and close-range throws, ducking Low Kicks, and other cheap taktiks.

FATALITIES

Head Chew
Hold [LP+HP+LK+HK],U (close)



Fan Fatality D,F,F,LP

KOMBOS

Jump in with HP, standing HK, standing HK, Dash Punch

Jump in with HK, Ground Krawl Defensive HP, standing HP, Ground Krawl

MOVES

Weapon – Axe	B,B,LK
Ground Krawl	B,F,LK
Acid Spit	D,F,HP
Invisibility	BL+HK (repeat to reappear)
Dash Punch	B,F,LP

RAIDEN

GENERAL STRATEGY

The thunder god is back, but unfortunately he's not the superpower he once was. Deprived of his shocker and burdened with a longer-than-usual delay when he throws the Lightning Bolt, Raiden relies mainly on his killer Superfly and Teleport confusion tactics. Be careful, however, a blocked Superfly leaves him vulnerable as always. On the bright side, Raiden's weapon, the Mallet, is possibly the best weapon in the game and a great kombo starter... Use it at close range in foot games.

FATALITIES

Fan Fatality D,F,B,BL

KOMBOS

B+HP Mallet swing, B+HP Mallet Swing, Superfly

Jump in with HP, standing HK, standing HK, Lightning Bolt
Standing HK, standing HK, Down+HP, jumping HK, Air Superfly

MOVES

Weapon – Mallet	F,B,HP
Superfly	F,F,LK
	(can be done in the air)
Lightning Bolt	D,T,LP
Teleport	D,U

SCORPION

GENERAL STRATEGY

Repeat after me: "Don't jump." That's what you should tell your opponents, because Scorpion can punish any jumping opponent with a huge defensive juggle kombo or even a teleport. Follow any knockdown with a teleport and then a throw or a limb breaker. His new Hades Flame move is almost completely worthless, as it's slow and can't be used in any good kombos. Scorpion is 100% old skool.

FATALITIES

Fan Fatality F,F,D,D,LK
Toasty! B,F,F,B,HP+BL (just outside sweep distance)

KOMBOS

Jump in with HP, standing HK, standing HK, Spear, Roundhouse Kick

Defensive HP, defensive HP, Teleport, Spear, standing HK, Down+HP, jumping High Kick, Air Throw
Standing HP, standing HK, Down+HP, Spear, HK, Down+HP, jumping High Kick

MOVES

Weapon – Sword	F,F,HK
Spear	B,B,LP
Teleport	D,B,HP (can be done in the air)
Air Throw	BL when close in the air
Hades Flame	D,F,LP

SUB-ZERO

GENERAL STRATEGY

Scrub-Zero's back and he's been weakened again! Now he doesn't even has his Ice Shower or Ice Puddle... and the Ice Clone is totally lame, as it's deactivated any time you're close. The only use for the Clone is to lay one when the opponent's jumping and so they land on it. Otherwise, this character's back to the *MK 1* basics... Freeze if they're going to jump, Slide when they twitch, and play foot games.

FATALITIES

Head Pull+Spine Hold
BL+RN [F,B,F,D,HP] (Close)

KOMBOS

Standing HP, standing HK, D+HP, Jumping HK, Slide

Jump in with HP, standing HK, Freeze, step back, jump in with HK, Slide
Defensive HP, Freeze, Jumping HK, jumping HK

MOVES

Weapon – Ice Staff	D,F,HK
Freeze	D,F,LP
Slide	LP+BL+LK
Ice Clone	D,B,LP (can be done in the air)

REIKO

GENERAL STRATEGY

Reiko is Noob Saibot with a makeover. He still has the old Teleport Throw, but gains a Flip Kick, Shurikens, and an entertaining Circular Teleport. This guy's not the greatest character, in fact he's pretty weak against *MK 4*'s elite. Use the Teleport Throw as an occasional surprise, pelt them with Shurikens from a distance, and occasionally whack 'em with your club.

FATALITIES

Torso Kick F,D,F,LP+BL+HK + LK (Close)

MOVES

Weapon – Spiked Club	D,B,HP
Teleport Throw	D,U (BL to throw when close)
Flip Kick	B,D,F,LK
Shurikens	D,F,LP
Circular Teleport	B,F,HK

KOMBOS

Jump in with HP, standing HK, standing HK, Shurikens

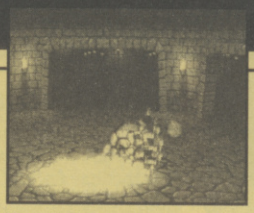
Jump in with HK, Flip Kick, Teleport Throw
Defensive HP, Flip Kick, jumping HK

SHINNOK

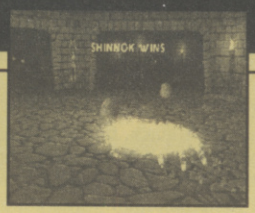
GENERAL STRATEGY

Almost by default, Shinnok is the best character in the game. Given the ability to impersonate any other character (with far less transformation time than Shang Tsung players are accustomed to), he can adapt to any situation and emerge victorious. He's the expert player's character of choice. Unfortunately, as he has no unique moves of his own, he is a bit boring.

FATALITIES



Hand of Death D,B,F,D,RN (Close)



Fan Fatality D,D,F,HK (Close)

MOVES

Weapon – Bladed Staff	B,F,LP
Impersonations:	
Fujin	F,F,B,HK
Kai	F,F,F,LK
Reptile	B,B,F,BL
Scorpion	F,B,LP
Liu Kang	B,B,F,HK
Sonya	F,D,F,HP
Jarek	B,B,B,LK
Sub-Zero	D,B,LP
Quan Chi	B,F,B,F,LK
Tanya	B,F,D,BL
Raiden	D,F,F,HP
Cage	D,D,HP
Jax	F,D,F,HK

FUJIN

MOVES

Weapon – Crossbow	B,B,LP
Whirlwind	F,D,LP (hold LP)
Levitation	F,D,F,HP
Body Slam	B,F,D,LK (after Levitation)
Dive Kick	D+LK (in the air)
Flying Knee	D,F,HK

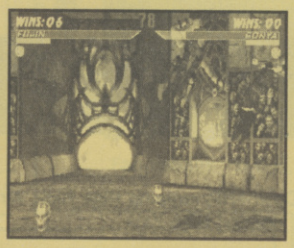
FATALITIES

Fan Fatality D,D,D,HK (Close)

Crossbow Explosion BL+RN x4 (Half screen distance)

KOMBOS

Jump in with HK, jumping HP, Dive Kick



Jump in with HP, standing HK, standing HK, Flying Knee

Standing HP, standing HK, D+HP, Levitation, Body Slam, standing HP, Flying Knee

KAI

GENERAL STRATEGY

Kai is the most skilled, skills-based skillerado in the game. Meaning, he totally kicks ass, and could be the best *MK 4* kombatant (short of Shinnok). Harass opponents with constant Rising Fireballs, especially when jumping... if one connects you have numerous juggle kombo opportunities. The Handstand is awesome, fast, and annoying, but the removal of Kai's leg throw from this position (which was in version 1.0) definitely weakens him. If they are trying long-screen fireball wars, you can always trade hits with Falling Fireballs. Maximum damage certainly ruins Kai's bigger kombos, but you can still bust out some nugget busters.

KOMBOS

Jump in with HK, jumping HK, land into Flying Punch

Near the corner: Rising Fireball, standing juggle HP, Rising Fireball, standing juggle HP, standing juggle HP, Flying Punch

Defensive juggle HP, standing HP, Flying Punch

FATALITIES

Fan Fatality F,F,D,BL

MOVES

Weapon – Bladed Staff	D,B,LP
Handstand	BL+HK (BL to return to feet) (while in handstand, HK or LK to kick, hold LP to spin)
Falling Fireball	B,B,HP
Rising Fireball	F,F,LP (can be done in the air)
Flying Punch	D,F,HP

TANYA

GENERAL STRATEGY

Oh my bride! Tanya's a little better in Version 2.0 with her Drill Kick, in fact she's a lot better! She's right at the top with Shinnok and Kai. You can harass people constantly with her fast moves, and bust out the Drill Kick as the perfect anticipation counter. Be careful with the Cartwheel however, it's not that fast and easy to counter if it misses or is blocked. Her Air Fireball is good, and her Boomerang is a very pesky weapon.

MOVES

Weapon – Boomerang	F,F,HK
Fireball	D,F,HP
Cartwheel Kick	D,B,LK
Air Fireball	D,B,LP (in the air only)
Drill Kick	F,F,LK

FATALITIES

Kiss of DeathD,D,U,D,HP+BL (Close)

KOMBOS

Jump in with HP, standing HK, standing HK, Drill Kick

Standing HP, standing HK, D+HP, Cartwheel Kick
Defensive juggle HP, standing HP, Drill Kick

QUAN CHI

GENERAL STRATEGY

Quan Cheap in the house! The lord's sorcerer is up to mad tricks with his Teleport Stomp and he's definitely the little Jimmy character of choice. However, once the opponent gets used to countering the Stomp (either by blocking and then Uppercutting, or by jumping back with HK in anticipation), Quan loses some of his lustre. The Green Skull is an effective, large projectile which can take jumpers out of the air, and the Slide is also superb. However, this isn't quite enough to put Quan over the top... He ends up in the middle of the pack.

MOVES

Weapon – Dagger	D,B,HK
Air Throw	BL when close in the air
Green Skull	F,F,LP
Steal Weapon	F,B,HP
Teleport Stomp	F,D,LK
Slide	F,F,HK

FATALITIES

Fan Fatality F,F,D,HP

KOMBOS

Jump in with HK, Green Skull

Jump in with HP, standing HK, standing HK, Green Skull
Defensive juggle HP, standing HP, Slide

JAREK

GENERAL STRATEGY

Jarek makes it all happen with fierce tactics. His Cannonballs are utterly dominant, and with no charge time he's even better than Kano at 'em! The Ground Slam, even more powerful than Jax's Earthquake, is a cheap-ass damage inducer and great to use to konklude any kombo. The TriBlade is a fairly good projectile. All in all, Jarek is one of the best characters and can hold his own in almost any fight... Be sure to use the Ground Slam any time they get too defensive and stay on the ground.

FATALITIES

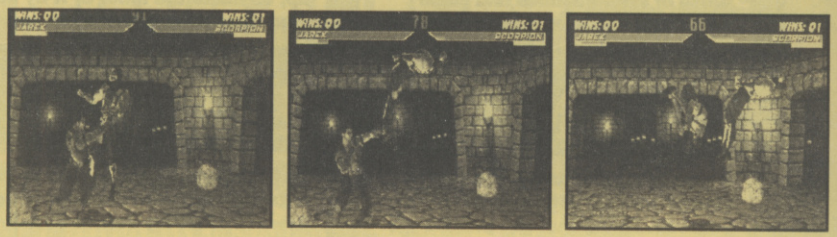
Heart Rip F,B,F,F,LK (Close)

MOVES

Weapon - Scimitar	F,F,HP
Cannonball	B,F,LK
Ground Slam	B,D,B,HK
TriBlade	D,B,LP
Vertical Cannonball	F,D,F,HP

KOMBOS

Defensive juggle HP, standing HP, Cannonball



Jump in with HP, standing HK, standing HK, Cannonball
Standing HP, standing HK, D+HP, Jumping HK, Ground Slam

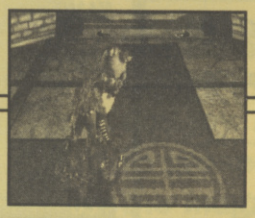
JOHNNY CAGE

GENERAL STRATEGY

Apparently back from the grave, Johnny (pronounced "Gianni") Cage, who was rumoured to have been killed at the end of MK 2, has most of his old moves. In fact, he is the same character he's always been, minus the ability to do a kombo after the Nut Punch (too bad). His Fireballs can still be used in an excellent confusing game of keep-out. Throw the low one at close range and the high one from far, occasionally alternating, and the enemy will be afraid to move, jump, or even twitch. The Shadow Uppercut is a perfect counter to any jumping attack. Cage is good, but not one of the best.

MOVES

Weapon - Sword	F,D,F,LK
Shadow Kick	B,F,LK
Nut Punch	BL+LP (can't use on women 'cause they don't have nuts to punch)
Shadow Uppercut	B,D,B,HP
Low Fireball	D,B,LP
High Fireball	D,F,HP



FATALITIES

Fan Stage D,D,F,F,HK (Close)
Torso Rip F,B,D,D,HK (Close)

KOMBOS

Jump in with HK, Nut Punch (Vs. males only in the corner)

Jump in with HP, standing HK, standing HK, Shadow Kick

Defensive juggle HP, standing HP, Shadow Uppercut

JAX

GENERAL STRATEGY

Jax is back on the scene and he's gonna throw you DOWN, baby! Jax was one of the kings of *MK 2*, but by now his status has slipped a bit, especially with the loss of the Gotcha Grab and the Quad Throw. Go on the offensive with Missiles and Dashing Punches, then when the opponent starts to turtle up, unleash a few Earthquakes to sting them for unblockable damage. If they start to get any funny ideas about jumping at you, counter with a jumping HK into Backbreaker or a defensive juggle kombo. All around, Jax is a solid character.

MOVES

Weapon – Spiked Klub	D,F,HP
Earthquake	F,F,D,LK
Dashing Punch	F,D,B,LP
Backbreaker	BL in the air when close
Missile	D,B,LP

FATALITIES

Fan Fatality F,F,B,LK

KOMBOS

Jump in with HK, then jump at them again and do the Backbreaker

Jump in with HP, standing HK, standing HK, Dashing Punch

Defensive juggle HP, standing HP, jumping HK, Backbreaker

WRITE FOR FREEPLAY

You've spared us some time out of your busy Christmas holiday schedule of eating lots of food and playing games all day. Thank you. Now see if you can spare some time to make yourself famous! Look at the sections mentioned below and work out if you've got any bits of information that will fit into the sections of FreePlay. If you have, we'll print your contribution for the world to see and maybe even organise some free presents for you. See you next year!

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, FREE ADS, FANZINES, ETC). IF YOU DON'T, WE'LL LEAVE THEM IN A CONFUSING HEAP FOR MONTHS AND MONTHS AND MONTHS.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ

TIPS

It never snows at Christmas. This means that you'll all be stuck indoors for two weeks playing all the latest games non-stop. In this time you'll surely work out some fantastic tips or be able to write out an excellent guide for your new games. Send them to us (new tips only please) and if we print them you might find a free game coming your way.

HIGH SCORES

Fuelled on an entire month's worth of advent calendar chocolate, giant tubes of Fruit Pastilles and sugar mice, high scores will be easy to get.

ART/CARTOONS

We've got this miserable dog called Hunter. This is the only time of year that he cheers up, so make the most of it by sending him all your drawings. Hopefully he won't eat them.

MOST WANTED

We know that you've been waiting for this Christmas's big games for over a year. Now we want to know what you're looking forward to for Christmas 1998! Whenever you send anything to CVG, write the gaming articles you want more than anything else in the world and we'll compile them into the Top 10 chart on the front page every month.

MELTING POT

If no-one's made the game you've always wanted yet, design it yourself. Those that get printed are copyrighted! Just keep them short.

FREEPLAY FAN

At Christmas time it's easy to fall in love with a game. Put your reasons on paper and send them to FreePlay Fan so that everyone can see what's so great about your fave game.

FREE ADS

Auntie Francis got you *Rayman* for Christmas? Just smile, say "Thank you" and fill in the form below to offload it on some poor fool! Ha ha!

FANZINES

Want to be just like Paul Davies? Not the long head, complete madness and Japanese pop music collection, but being a magazine editor. Make a fanzine of your own and we'll try to mention the best ones in FreePlay.

MERRY CHRISTMAS EVERYONE!

FREEPLAY

MOST WANTED

IN ORDER OF IMPORTANCE

1. .....
2. .....
3. .....
4. .....
5. .....

NAME .....

ADDRESS .....

.....

.....

TEL NO. .....

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

computer and video games

CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!

.....

.....

DON'T WANT TO CUT UP YOUR MAG? THEN JUST PHOTOCOPY THIS SECTION!

THIS IS A FREE SERVICE

- **1.** If you are under **18**, make sure that you have your parents' permission before placing or replying to an advertisement.
- **2.** If you are under **18**, or live at home, make sure that you have your parents' permission to include your telephone number in any advertisement.
- Emap Images accepts no responsibility for loss, damage or consequential loss other than personal injury occasioned as a result of paying for or replying to classified advertisements.

computer and video games AGAINST PIRACY computer and video games

WE'RE AGAINST GAMES PIRACY – IT HURTS DEVELOPERS AND ULTIMATELY US. DON'T BUY COPIED GAMES.